Book of Secrets

DISCORD
https://discord.me/taintedgrailtts

4

If you **have** the **"Port Report"** part **4** status, there's nothing more to talk about – go to Verse 12. Otherwise, read on:

The captain congratulates you for staying alive for so long, and takes a moment to rethink your discoveries. He's as shocked as you that the time passed since Arthur's exodus was so long. Still, if there is intelligent life in Camlann and its surroundings, there's a chance that human settlers could prevail here as well. It is of vital importance that you continue your mission and learn more about the city, the choking Miasma, and the situation beyond Camlann's walls.

Your achievements so far are greatly appreciated – you showed the crew that this expedition has real meaning. The captain opens a chest in his cabin and hands you an artifact from the Homelands that was his prized family treasure.

Each Party member loses 1 and gains 1 **Exp**.

Gain one Ancient Item and the **"Port Report"** part **4** status. Then, go to Verse 12.

7

As the monster focuses on you, the girl breaks free and runs so fast you have no chance to catch her.

Gain the **"Picts"** part **2** status. If you **have** the **"Fomorians"** part **2** status, go to Verse 104. Otherwise, read on:

New Task: Find someone else to talk to. This may not be easy.

Gain 3 Miasma.

Exploration ends.

12

The spirits of the crew are even lower than when you disembarked the last time. Downcast sailors roam the decks, looking extremely exhausted, even though they have little to do. The captain invites you to join him in his cabin to give an account of your progress.

- **Speak to the crew** – go to Verse 125.
- **Meet with the captain** – go to Verse 79.
- **Spend a night in a safe cabin** (this may end your Day) – go to Verse 51.
- **Beg for help** (requires Medium or High Miasma, only if you **don't have** the **"Beggar"** part **1** status) – *This forsaken city is getting the better of you. You need all the help you can get if you are to finish your mission.* Go to Verse 113.
- **Visit the incarcerated sailor** (only if you have the **"Call of Ruins"** part **1** status and don't have part **2** of this status) – go to Verse 330.
- **Return ashore** – go to Verse 13.

13

The rowboat can take you to any place along the shore, as long as it's safe.

- **Swim to the Old Port** (only if Location **408** is revealed) – move all Characters to Location **408**. Exploration ends.
- **Swim to the Ramshackle Wharf** (only if Location **405** is revealed) – move all Characters to Location **405**. Exploration ends.
- **Swim to the Votive Temple** (only if Location **410** is revealed) – move all Characters to Location **410**. Exploration ends.

20

The captain firmly refuses. Returning to Avalon without supplies – and empty-handed – is unacceptable.

Go back to Verse 79.

28

You pursue the Pictish huntress, who heads toward a slope overgrown with stocky buildings. You're close to catching up when she swiftly jumps over a hole in the ground, leading to a caved-in cellar. You fail to notice it until too late and tumble down into the darkness. When you crawl out, the huntress is gone.

Place a Quest Token on the **"Crooked Heap"** Location (**406**). Exploration ends.

50

Body parts litter the floor, and old blood covers the walls of the warehouse. For a moment, you imagine the terror of the people herded into this space and waiting for the Red Death to take their lives or to transform them into roaming monstrosities...

You shake off this feeling – if you are to survive in this dead city, you need to stay focused. Looking around, you manage to find some valuables among the remains.

Each Party member may gain 1 and increase their Miasma by 1 any number of times to gain the same number of **Wealth**.

If at least one Character decides to do so, and you have at least 5 , go to Verse 220.

Otherwise, Exploration ends.

51

Resting in your cramped cuddy is definitely more comfortable than sleeping in haunted ruins. Unfortunately, pained moans and screams coming from the depths of the ship disturb your moment of respite. What's happening there?

- **Speak to the crew about the noises** – go to Verse 125.
- **Keep resting** – go to Verse 52.

52

You stuff your ears to block the noises and manage to have a fairly good rest.

Each Party member gains 2 and loses 1 .

All Party members Pass for the rest of the Day.

79

If you **have** parts **1-3** of the **"Port Report"** status, go to Verse 4.

The air is heavy with smoke in the cramped captain's cabin, as half-dried herbs sizzle on cinders in an ornate bowl in a futile attempt to chase away the Miasma. The grim leader of the ship scowls and asks if you know everything about this place already. Something bad is happening with the crew. The captain wants to set sail as soon as possible.

- **Tell him about your encounter** (requires the **"First Contact"** part **1** or **2** status) – go to Verse 199.
- **Tell him about your findings so far** (requires the **"Chronicles of the Plague"** part **4** status) – go to Verse 178.
- **Tell him about the eerie music and the half-dead** (requires the **"Perplexing Clues"** part **4** status) – go to Verse 119.
- **Ask him to set sail and return home** – go to Verse 20.
- **Finish your meeting and do something else** – go back to Verse 12.

80

Your consciousness slowly returns, starting with the sensation that you now have a body – a feeling that should be familiar, and yet somehow seems alien and strange. The cold draft makes you aware you're naked, save for a horrible iron contraption locked around your head. The sudden shiver awakens pain in every muscle and joint of your strained, exhausted body. You can't seem to focus or recall the latest events.

As you stand up, you notice snowflakes falling on the roofs and streets of this forgotten city. How much time has passed? Days? Weeks?

Gain the **"Saved"** status.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 2.

Take all Secret and Item cards belonging to all Characters and set them aside, in one pile. Put Secret card **101** face-up on top of these cards.

Gain the **"Naked!"** Secret card (**109**).

Each Character gains a random **"Mask of Shame"** Secret card (**120**).

Discard all Location cards. Place Location **406** (Crooked Heap) on the table and place all Characters in this Location.

Attach Locations **405** and **407** to the appropriate edges of Location **406**.

Discard your Active Quest card.

Find and resolve the **Chapter 2**: **Part 2** card.

Exploration ends.

89

The captain is here, in his best uniform, hanging by the neck from a wooden beam, his face black and mummified, the ship's log lying closed on the table near him.

The last entries in the ship's log seem to indicate that after hearing your reports about the insanity of Camlann, the captain lost all hope of success. One by one, his crewmembers deserted the ship, and a group sent to look for you has never returned. Finally, instead of succumbing to madness, the captain took another way out. You don't know what is more disturbing: his suicide, or the fact that much more time has passed since your last visit here than you thought...

Gain the **"Tides of Time"** status. Go to Verse 166.

99

Grateful for you saving her, this green eyed, one-eared girl stays and tries to talk to you. Her language is harsh and alien, but there are some words that bear faint echoes of one of the dialects you met on Avalon.

Eventually, a mutual understanding begins to emerge.

If you understand her correctly, she is looking for someone who came to these ruins and never returned. When you try to ask her if there's anyone left alive in the city, she doesn't know how to answer. Several times, she repeats a gesture that resembles playing a flute. She also points to the other side of the wall in the upper part of this district, beyond the Red Gate. You're not sure what it means.

Soon, the time comes to part ways. The girl shows you she needs to go and tries to push herself past you.

- **Let her go** – *This city doesn't need any more dead.* Go to Verse 260.
- **Attempt to capture her** – go to Verse 116.

100

Danse Macabre – Rules

When you read these rules for the first time, start by setting up the Danse Macabre:

- Find the **"Danse Macabre"** card and place it on the table, so that the **"Up the City"** side faces up.
- From all the Locations listed on the **"Up the City"** side of the card, find the highest-numbered Location that is revealed and contains no Characters.
- Place the Danse Macabre model in this Location.

The Danse Macabre is the twisted procession that walks through the streets of Camlann in a predetermined pattern. Below you can find all rules related to the Danse Macabre.

Danse Macabre Card

This card is used to track the current location of the Danse Macabre if it's not on the table. The number in front of the base outline shows the current Location of the Danse Macabre. The card has two sides – one is used when the Danse Macabre moves up through the city, and the other one – when it returns.

The Danse Macabre model can only be present in either a revealed Location or on the Danse Macabre card.

If you discard a Location containing the Danse Macabre model, put it on the card, so that its base points to the same number as the Location it was in.

Whenever you attach any new Locations, check if the Danse Macabre model points to the number of any revealed Locations. If it does, place the Danse Macabre in the matching Location.

Danse Macabre vs Characters

Any Characters present in the Location of the Danse Macabre immediately go to Verse 109.

Any Characters who walk into a Location adjacent to the Danse Macabre gain 1, unless they have Secret card **115**.

Once the Danse Macabre moves, any Characters in Locations adjacent to its new Location gain 1, unless they have Secret card **115**.

Danse Macabre vs Guardians

Any Guardian present in a Location with the Danse Macabre is immediately discarded.

Reminder: If you came to this rules section from the **Chapter 3**: **Part 1** card, remember to resolve **Chapter 3**: **Part 2** now.

101

Your mind is almost consumed by the music and the rhythmic movement, but then – as you notice your friend dancing near you like a mindless puppet – the anger and shock sober you up for a brief moment. You grab your friend and together you dive into one of the side alleys. There, you manage to hold your kicking, screaming and biting comrade long enough for the procession to leave.

Gain 2 Miasma for every Character present on Secret card **116**. Each Party member loses 1.

Discard Secret card **116**. Place all Characters who were on this card in the Location of the Character who freed them.

Exploration ends.

104

You've managed to waste all your chances of gaining an ally in this forsaken city. Without help of the Fomorians, or Picts, there's only one way your story may end...

Go to Verse 790.

109

If Secret card **116** is in play, go to Verse 101.

Otherwise, check the number of your **"Close Encounters"** status parts and see your results below.

0 – go to Verse 470.

1-2 – go to Verse 680.

4+ – go to Verse 795.

110

The Fomorian scholar seethes with anger. He won't be easy prey.

Gain the **"Fomorians"** part **2** status.

Resolve the **"Fomorian Scholar"** purple Encounter (Difficulty 6). After the Encounter, regardless of the result, if you have the **"Picts"** part **2** status, go to Verse 104. Otherwise, read on:

New Task: Find someone else to talk to. This may not be easy.

Exploration ends.

111

Endless Dance

1) Check the current Location of the Danse Macabre (regardless if it's on the map or on its card).

2) On the Danse Macabre card, find a Location number that follows the current Location of the Danse Macabre (indicated with an arrow).

3) If this Location is revealed, move the Danse Macabre there.

4) If this Location is not revealed, move the Danse Macabre to its card, so that its base indicates the number of this Location.

5) If the next Location on the card is the end point (**"End"** instead of the Location number), flip the Danse Macabre card to its other side and place the Danse Macabre so that its base points to **"Start"**.

Reminder: If any Characters are present in the Location that the Danse Macabre moved to, or in any Location adjacent to it, go to Verse 100 and apply the consequences.

Continue the game.

112

He notes on his scroll that you spoke to him.

Go to Verse 760.

113

The crew is running low on everything, but they know they won't leave this place until you finish your mission, and your pathetic condition encourages them to scrape together some leftovers to help you.

Gain 4 Food, 2 Magic and the "Beggar" part 1 status. Go back to Verse 12.

114

If you **have** the **"Port Report"** part **4** status, go to Verse 89. Otherwise, read on:

The cabin is empty. On the table around which the captain and his officers used to meet every morning, you find the old remains of a solitary meal – a mummified piece of strange meat, shriveled, dried fruit and some red dust in a cup that was once wine.

On the floor, you find the remains of a vandalized ship's log – drenched in spilled ink, pages ripped to pieces. You search the cabin and leave, feeling almost unbearable tension.

If you **don't have** the **"Down Below"** part **1** status, gain 1 Ancient Item and the **"Down Below"** part **1** status.

Each Character gains 1 . Go to Verse 166.

115

The author of the scroll is now before you: a pathetic, lanky figure with bent back and head stooped low over the scrolls. The Miasma didn't spare him, but his mutations are unique: a coil of red veins and nerves extends from his face like a tangle of snakes, and goes across the floor to brass spyglasses and telescopes, standing on the balcony and in all windows, tentacled eyeballs stuck to them like parasites.

The chronicler slowly turns to you, as if he could see you with his eyeless face, and then goes back to writing. Intrigued, you approach and look over his shoulder:

"Day 3, Month of Awst, Year 1687 of the Red Empire: I was discovered by the agents of the Eternal Dance. They are now in my study, pondering their next move, and reading my chronicle. From what I've seen, they do not bear ill will, but who knows what the dance could seed in their minds during the decades they spent with it."

Decades? You suddenly feel your knees going soft.

- **Speak to the chronicler** – go to Verse 112.
- **Read more of his scroll** – go to Verse 760.

116

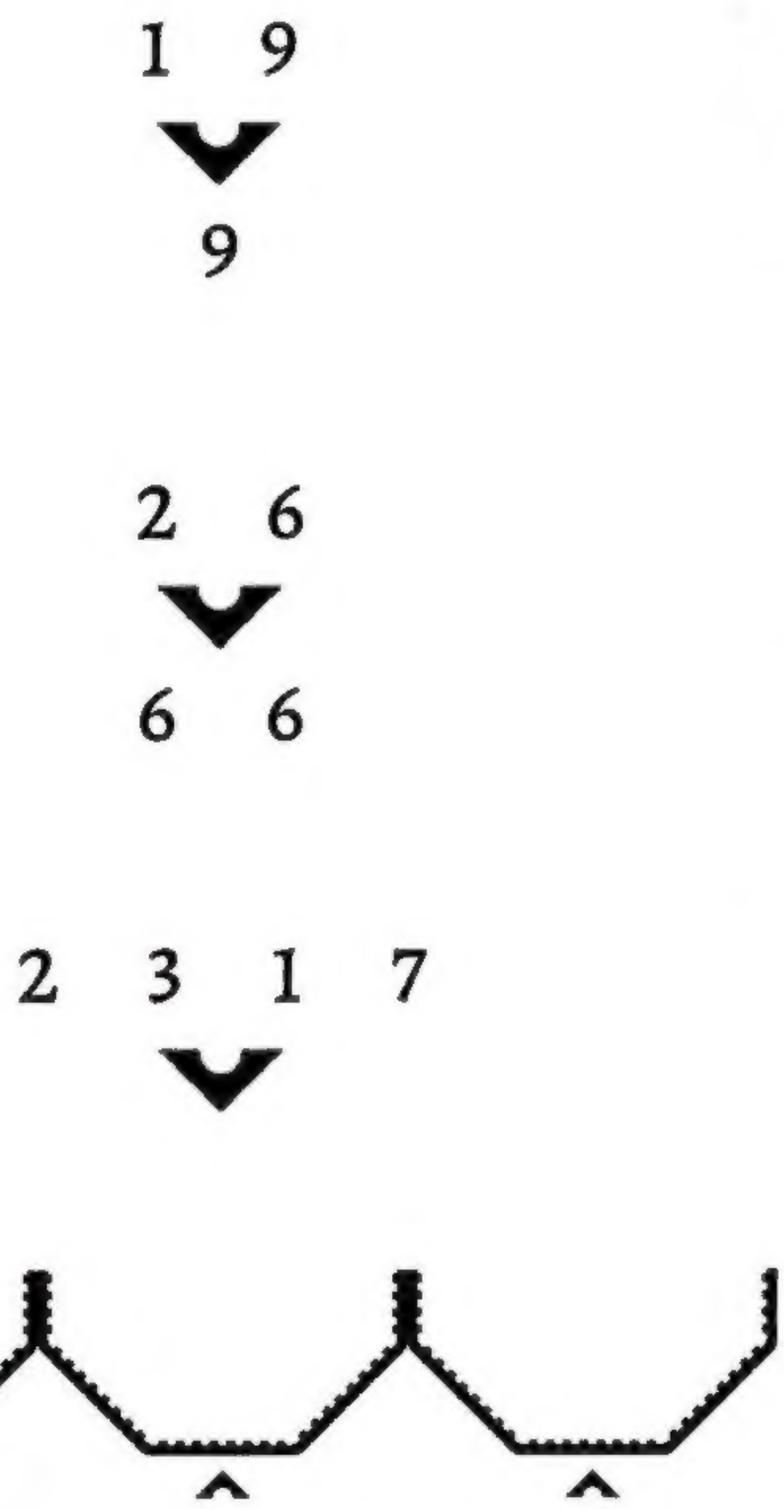
She breaks away from you and starts running again. Tired after the previous chase and the combat, you have no chance of keeping up with her.

Gain the **"First Contact"** part **1** status. Each Character gains 2 Exp.

If you're playing **Chapter 1: Part 4**, go to Verse 730. Otherwise, Exploration ends.

117

The seneschal's note clearly spoke about laboratories under the tower. There must be a way to go further! You take out the crystal, found with the note in his office, and try to touch the dials. It doesn't work, but for a moment you see a glimpse of a number, written on the wall, and visible only through this strange scrying glass. Taking a couple of steps back, you put the crystal to your eye again, and see various numbers and arrows surrounding the dial.



Choose one:

- **Leave** – Exploration ends.
- **Turn the dials** – *Without the correct number, guessing would take ages!* Place three Dials in the slots, turning them so that each indicates one number. Go to the Book of Secrets and check the Verse number created by the Dials – if it does not exist, or starts with anything other than **"Correct!"**, go to Verse 501 instead. If the indicated Verse starts with **"Correct!"** read that Verse.

118

Go to Verse 109.

119

You notice dread on the usually calm captain's face. The eerie music calls out to the crew, and already caused several of them to jump ship and swim to the city – they have never returned. The captain begs you to find a way to destroy the procession. If people are to live here someday, this hellish music must go silent.

Gain the **"Port Report"** part **3** status. Go to Verse 79.

125

If you **have** at least 4 go to Verse 275. Otherwise, read on:

The crew is malnourished, and suffers from scurvy, but that's not the worst part of what's happening to them. They all seem... off. Their minds drift away while you speak with them, and one sailor assures you he hears alluring music coming from Camlann – you want to ask more, but others quickly silence him.

- **Share your provisions with them** – set aside any number of Food and go to Verse 510.
- **Let them be** – go to Verse 12.

128

Resolve the special **"Time-lost Crew"** gray Encounter in **Verse 158**.

131

Make sure the **"Crooked Heap"** Location card (**406**) is properly attached to the left side of this Location.

Sum up your and . Subtract 3 from the result if there's a Quest Token on Location **405** and remove this Quest Token.

If the final result is lower than 6, go to Verse 28. If the final result is 6 or higher, go to Verse 195.

132

You hear a click, and unexpectedly, a wall to your side moves slightly. You push it and discover a hidden niche with a lever. You pull it without thinking – and you feel like something grinds inside the wall.

Gain the **"Tomb"** part **4** status. Go back to Verse 25 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

135

Equipped, armed, and clothed, and with only slight pain and some scuffs to remind you of this horrid mask, you hoped your confidence would return. Unfortunately, you still feel weaker and your mind seems strangely clouded. On top of that, even the slightest sound in the distance causes your skin to crawl, and you carefully look for the Danse Macabre before turning every corner.

If you **have** the **"Fomorians"** part **1** status, go to Verse 145. Otherwise, read on:

Now that you look somewhat presentable, you feel you should return to your ship. If anyone knows how much time has passed since the dance took you, it is they.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 2 Exp and loses 2 .

Lose 1 Miasma.

Discard your Active Quest.

Resolve the **Chapter 2**: **Part 3** card from the Event Deck.

Exploration ends.

137

You reach the top of the dome winded, and short on breath – but the views more than make up for it. From here, you see the city stretching far and wide. To the east, a misty sea. To the north, the old port with its many forlorn piers, and beyond it – a long commercial wharf. To the south, dense slums begin, the sea outside covered in floating islands of flotsam. To the west there's a peculiar district of gardens and mansions, separated by tall walls. Beyond them, the city slowly climbs up and up. A commercial district, a plaza. Then, the wall separating the lower city from the upper city, with solitary gate, painted in red.

On the horizon, the enormous walls of the original Camelot climb the mountain overlooking this city. A long bridge, with rows of houses hanging on both its sides, leading right up to the castle gate.

You take some notes and make some sketches that will help you memorize the locations of various landmarks, before the cold winds chase you back into the temple.

If you **don't have** the **"Lay of the Land"** part **1** status, Each Party member gains 1 Exp and loses 2 . Gain the **"Lay of the Land"** part **1** status.

If you **have** Secret card **103**, go to Verse 240. Otherwise, Exploration ends.

140

You hesitate and, in the end, don't press any of the stones. Should you reconsider?

- **Decide to press the stones** – go to Verse 185.
- **Do it later** – go back to Verse 25 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

145

You gaze towards the silent, empty sea. What would you give for a moment of respite on the deck of your ship! Not to mention, the crew could shed more light on how much time has passed since you were taken.

Unfortunately, your vessel is gone, pierced by Fomorian bolts, and you have no other choice than to push deeper into the city and continue your journey, hoping to learn how to protect yourself from Miasma and the Danse Macabre.

Go to Verse 531.

148

Go to Verse 523.

151

Your stomach turns, and your lungs burn, aching for fresh air. You quickly back off from the bridge. The good news is, at least now you know where the vile fumes that shroud the city originate from. Unfortunately, not even a plague doctor's outfit could help you walk through such a potent concentration of Miasma and reach Camelot, it's walls and open gate looming tantalizingly beyond.

As you ponder this, you notice strange, fresh markings scratched into the stones of the bridge. Were they left by Picts? Or the Fomorians? You've seen members of both these races exploring every nook of Camlann. Perhaps they have developed their own ways of dealing with Miasma? This may be your only chance to progress further...

CONGRATULATIONS! You've completed **Chapter 4** of the **"Red Death"** campaign!

Each Character gains 2 Exp.

Lose 1 Miasma.

Discard your Event Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 5** Setup card and follow its instructions to begin the next Chapter!

155

Standing in the outermost area of the district closest to the walls separating it from the rest of the city, this mansion looks like it was repurposed into a fortress. The elegant arches of windows were made smaller, gates narrower. The balconies and terraces made into improvised ramparts. Whoever lived there once was prepared for an attack – and it did not help them. You clearly see the cracked walls with huge openings, collapsed balconies and demolished entrance – the testament of a battle that happened there and which was clearly lost by the defenders.

If you **have** the **"Pillager"** part **7** status, go to Verse 156. Otherwise, read on:

In the middle of the main hall you can see a small encampment of Pict warriors. They are armed and ready for battle and they are standing guard, sometimes looking vigilantly towards one of the other mansions.

- **Try to bypass them on the way inside** – go to Verse 190.
- **Confront them** – go to Verse 238.
- **Leave** – Exploration ends.

156

In the middle of the main hall you can see the remains of a small encampment of Pict warriors. Their bodies lie scattered on the floor where you left them.

- **Get inside the mansion** – go to Verse 269.
- **Leave** – Exploration ends.

157

If you **have** the **"Plunderer"** part **7** status, gain 2 Wealth, and then Exploration ends.

If you **don't have** the **"Plunderer"** part **7** status, read on:

You manage to restrain the chaos of this place. Soon, everything is segregated, and in a pile of rather useful items, you find a relic in almost perfect condition.

Gain 1 Ancient Item and the **"Plunderer"** part **7** status. Exploration ends.

158

Once the Encounter ends:

If you **have** the **"Down Below"** part **3** status, go to Verse 427.

Otherwise, go to Verse 612.

Time-lost Crew

Horde

0-19	»	3 , lose 1 , gain 1
20-29	»	2 , lose 1 , gain 1
30-39	»	Lose 1 , gain 1
40+	»	Encounter ends

Opportunity:
discard 2 cards from hand

1x

159

Do you press the spear?

- **Yes** – go to Verse 132.
- **No** – go to Verse 140.

160

The narrow corridor is just where it was in your dreams – in the basement just behind what looked like a solid wall but after ages still opens, although with the loud sound of stones grinding. This is the road the occupants tried to take but did not manage to get there.

If the **"Old Port"** Location (**408**) is revealed, move all Characters there. Otherwise:

Discard all Location cards.

Place the **"Old Port"** Location (**408**) on the table.

Attach all connected Locations to the **"Old Port"** card.

Move all Characters to the **"Old Port"** Location (**324**).

All Characters Pass for the rest of the Day.

Exploration ends.

163

You're in a circular courtyard. Its steps rise sharply towards a cylindrical altar that looks like the axis of all the circles around you.

- **Climb onto the altar** – *You wonder what you would feel at the very center of this strange place.* Go to Verse 650.
- **Leave** – Exploration ends.

162

Go to Verse 523.

166

What do you want to do?

- **Check the lower decks** – go to Verse 204.
- **Go to the captain's cabin** – *Located in the forecastle, it's the closest one.* Go to Verse 114.
- **Call out** – *Where could they all go?* Go to Verse 585.
- **Leave** – go to Verse 654.

167

You ignore the Firbolg and approach the building. It doesn't have any windows, so you squeeze through the door. The interior is completely dark, forcing you to light a torch.

You are assaulted by the smell of dried blood, vomit, and bile. It's silent here; so silent, your ears hurt. You move slowly, looking at Firbolgs' corpses – swollen and bloodied. The building is enormous inside, and the floor descends, leading deeper into the ground. Suddenly, you hear the rattle of chains behind one door. You open it slowly and see a man – his beard is longer than an adult wyrm, he doesn't have eyes, and he bleeds profoundly from his mouth and countless wounds.

"YOU AGAIN?!" he shouts. "Why do I have to meet you over and over again? Are you having fun? Do you like to laugh at Dá Derga? Fuck you and your heroic antics!" He coughs and spits at you. You retreat, but some blood touches your skin. You run away from this mad, dark place.

Each Party member tosses a Dial.

- **Grail** – Exploration ends.
- **Skull** – this Party member gains Secret card **66**. Exploration ends.

169

You hear a snap, and the door before you budges as it unlocks.

Gain the **"Tomb"** part **5** status. Go back to Verse 25 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

170

You try to explain you mean no harm to the creatures with calm words and gestures, trying to avoid the fight. It does not seem to change anything – they still seem to be approaching you with weapons drawn – until you take out their family sigil from underneath your clothes. The creatures stop abruptly. For a few seconds they exchange glances, and some noises that barely resemble words. Then one of them approaches you very slowly. It reaches out and points at the symbol. You take it off and show it on your open hand. The creature ponders it for a few seconds then reaches for it, grabs it and withdraws. A few seconds later it approaches you again giving you a few old, but certainly golden coins.

Discard Secret card **125**. Gain 4 **Wealth**. Each Character gains 2 **Exp**. Read on:

Once you take the coin, the creature gestures at you to go away.

Exploration ends.

175

If you **have** the **"Axis Mundi"** status, go to Verse 163. Otherwise, read on:

You've seen there's something inside these concentric structures, and you're desperate to reach it. You strike the makeshift wall in a weak place and break through it. You wait for the hellish wave of bodies to roll past the corridor and break the other wall too.

Another, even smaller circle.

And another.

And another.

The final structure is so small you have only seconds to work until the wall of the bodies makes another full round. Yet, you manage to cut through it as well. Sweaty and tired, you reach the middle of this circular hell.

Each Character loses 1 and gains 2 **Exp**. Go to Verse 176.

176

A small courtyard is in the middle of the rings. Its circular steps rise sharply towards a cylindrical altar that looks like the axis of all the circles around you. In the middle of the altar, a sword protrudes from a stone. Caliburn! The ancient blade of Arthur's father, Uther Pendragon! A sister blade of Arthur's Excalibur!

Gain the **"Axis Mundi"** status.

- **Remove the sword from the stone** – if your Miasma is Medium, go to Verse 570. Otherwise, go to Verse 562.
- **Climb onto the altar** – *You wonder what you would feel at the very center of this strange place.* go to Verse 650.
- **Leave** – Exploration ends.

177

This is a large, three-part relief. The left part shows a maiden. The name under her says "Iseult". The second one shows a knight called "Tristan". They face each other, and the middle part, between them, where their hands are supposed to be, is missing. There are three square pieces, each matching both sides perfectly, you can slide in to complete the scene.

On the first square Iselut holds a viper that bites Tristan's willfully extended arm. On the second square, the hands of the lovers hold daggers, aimed into each other's heart. On the other square, they hold a single cup with a magic potion.

Which slate do you slide in to complete the first half of the relief?

- **A viper killing Tristan** – go to Verse 148.
- **A simultaneous suicide** – go to Verse 162.
- **A love potion in a cup** – go to Verse 221.
- **Move onto the first relief** – go to Verse 551.
- **Move onto the second** – go to Verse 375.
- **Leave the shrine** – go to Verse 14 in the **"Castle Camelot"** Exploration Journal (**490**).

178

You stop your eager monologue when you notice that your story about the fascinating horrors of the city only scares the captain. He asks you to focus more on your task – to discover if there is any place here that is safe and habitable.

Gain the **"Port Report"** part **2** status. Go to Verse 79.

179

As you prepare to make your stand in the narrow corridor, surrounded on all sides, a door to the left opens suddenly, revealing yet another crewman.

"Here! Quick!" she shouts.

Though she looks just as crooked and afflicted as the rest of the crew, you don't think long. You jump into the cabin and she locks the door behind you with a sturdy bolt. The interior of her small room stinks of Miasma. Its walls are covered with barely legible scribblings, and the floor is full of dead, half-eaten rats.

"Thank you! I knew you'd return. Your advice... It kept us sane. We did not listen to the music. I didn't. Please, take me home. Please."

Your heart wrenches, as you try to find words to answer her. Fortunately, she does not wait for an answer. Instead, as someone begins to violently bang on the door, she pulls you to a smaller hole in one side of the room.

"Here! Their minds are gone. They will eat you if they catch you. This leads to a lower deck. Go through there! Come back for me when they are asleep. I will be waiting!"

Gain the **"Down Below"** part **2** status.

If you **have** the **"Down Below"** part **3** status, go to Verse 427. Otherwise, go to Verse 612.

180

The captain tries to outshout the sailors. They grow resentful – after all, he failed to feed them, while your actions show that food is abundant on the shore. A brawl breaks out – and quickly ends when the captain kills one of the mutineers. For causing this ruckus, the captain angrily orders you to leave the ship and to not return for some time.

Each Party member gains 1 . Gain the **"Call of Ruins"** part **3** status. Exploration ends.

182

The building was clearly ransacked many times, but after a painstaking search you are able to find some small trinkets that could be of value.

If you **don't have** the **"Forgotten Curios"** part **5** status, gain 4 **Wealth** and the **"Forgotten Curios"** part **5** status.

Exploration ends.

185

Do you press the sword?

- **Yes** – go to Verse 169.
- **No** – go to Verse 212.

186

You track the Pict, waiting for the right moment to approach. When she enters a blind alley, you reveal yourself and ask her not to run further.

Panting and flustered, the wild-eyed girl ducks as if she was preparing to jump at you, but you notice she's also very surprised to see another living being in this ruin. As you eye each other, a horrific creature quietly emerges from the rubble and silently moves towards her. You make a step forward and scream to warn her, but she takes it for an attack and jumps backwards – straight into the monstrosity.

Resolve the **"Tonguegead"** green Encounter (Difficulty 4). If you win, go to Verse 99. Otherwise, go to Verse 7.

190

Roll a die and add your .

1-4 – go to Verse 238.

5+ – go to Verse 269.

195

You pursue the Pictish huntress, who heads toward a slope overgrown with stocky buildings. When she turns into a narrow alley, you decide to climb a short wall and follow her from up there. Soon, she stops and looks around – she doesn't notice you!

Go to Verse 186.

197

The descent into the innards of the ship is not a pleasant one. The stairwells are rotten through, and the dark air is filled with the choking, sweet smell of Miasma. You carefully step into the central corridor. The entrances to the crew quarters extend to the left and right.

Suddenly, dark shapes spring forth from every door and crevice. They were waiting for you!

Each Party member gains 1 . If you **have** the **"Call of Ruins"** part **2** status, go to Verse 179.

Otherwise, go to Verse 128.

199

You describe your encounter with the intelligent being – the captain insists on investigating this case. He wants you to find if there are more of them and, if there are, to learn how they survive in Camlann. Maybe there's a chance for cooperation and mutual help?

New Task: Investigate if there are other intelligent creatures in the ruins of Camlann.

Gain the **"Port Report"** part **1** status. Go to Verse 79.

200

Your conversation, carried over in an awkward sign language, and with the help of pictograms you both draw in the dust on the floor, brings partial success.

The Fomorian scholar seems to claim he came to investigate the city. You try to learn whether he has seen any living humans here. He shakes his head several times and repeats a gesture that looks like playing on a flute. He also shows you there are some more scholars like him in a distant part of the city.

Finally, when it becomes obvious you have nothing more to talk about, the strange creature rises up, gathers its writing tools and prepares to leave.

Choose one:

- **Let it go** – *This city doesn't need any more dead.* Go to Verse 255.
- **Attack it** – *You know little about the legendary Fomorians, but they were never friends to humans.* Go to Verse 110.

204

If there's a red marker on this Location, go to Verse 197. Otherwise, read on:

You submerge in the darkness below the decks. Once, the corridors here reeked of sweaty sailors and salty cod. Now, they smell of dust and chokingly sweet Miasma. Even though you spent months on the ship, it's not easy to find your way without light.

Go to Verse 618.

205

You approach the trap door you saw the creatures were using. It is easy to open once you know where it is exactly and you are able to climb down to a surprisingly large chamber, the walls of which are covered with weird fluorescent mushrooms. Those must have been things the creatures ate although, while not harvested, they emanate an eerie blueish glow.

Gain 1 **Food**.

If there's a Quest Dial on this Location, reduce it by 1. If the Quest Dial on this Location is now set to 1, and you **don't have** all parts of the **"Presence"** status, go to Verse 219.

If there's no Quest Dial on this Location, place one and set it to 2.

Exploration ends.

212

Do you press the crown?

- **Yes** – go to Verse 169.
- **No** – go to Verse 159.

213

The crew is malnourished and in desperate need of many different supplies, but they realize how important your mission is. They also realize they're not heading home until you accomplish it. That's why they scrape together a small cache of provisions and tools to help you.

Gain 5 **Food**, 2 **Magic** and the **"Beggar"** part **1** status. Each Character gains 1 non-Companion Item. Go back to Verse 72.

216

You hear a withering scream, first close, but then further away. A few moments later, the fog slowly dissolves leaving you shaken and wounded.

Put a Quest Dial on this Location and set it to 4 (or 5 if you have High Miasma). Then go to Verse 340.

217

You are now able to see the keeper in full; a pitiful creature, not unlike the half-dead of the infernal procession. Though he does not appear old, his skin is wrinkled like a dried prune, and has a sickly orange tone, similar to the Miasma.

You push past him, into the light. At the other side, you see an entire secret district of the city, filled with buildings of white marble, not unlike the mausoleum and Votive Temple you saw before! The keeper loses interest in you and moves on, along the wall where other doors leading to other similar cells are visible, their purpose now clear to you. They were used to quarantine people who wanted to shelter in this impenetrable domicile. Judging from the keeper's looks, and the deadly silence that shrouds the district, plague eventually found a way in...

Place a Quest Token on this Location.

If you **don't have** the **"Lay of the Land"** part **6** status, each Character gains 2 **Exp**. Gain the **"Lay of the Land"** part **6** status.

Go to the **"Impenetrable Domicile"** Location in the Exploration Journal (**435**). All Characters Explore this Location (this Exploration is free).

219

The air turns freezing cold and it almost seems like fog is pouring inside the room you're in, fast, like a wave of water. Suddenly you're almost blinded and you fight with shivers. You look around trying to make out anything in the building full of frosty mist. Suddenly a black shape, larger than a human and terrifyingly fast materializes from the whiteness and you feel terrible pain in your side – you touch it and feel something warm under your fingers. Blood.

Go to Verse 257.

220

Hidden in the darkest corner of the warehouse, covered by a pile of rotten flesh, there is a large, iron chest. It has several knobs and keyholes – it would prove very hard or even impossible to open, as it's the first time you've seen a lock this complicated. But you don't have to worry about it, as explosions and rust opened it for you a long time ago.

If you **don't have** the **"Pillager"** part **5** status, gain this status and 1 Ancient Item. Exploration ends.

221

You slide the piece of relief into place. Somehow, it feels good.

Place a Quest Token on this Location. Go to Verse 577.

222

If any Party member has the **"Purge Outfit"** Item, go to Verse 232. Otherwise, read on:

Resolve the special **"Gatekeeper"** Encounter in **Verse 344**.

223

Getting through to this barely living creature takes a lot of time and effort, but eventually you manage to convince it you're not carrying the plague. You hear the sharp sound of a turning key, and the door in front of you opens.

Go to Verse 217.

232

Though the gatekeeper appears blind, you could swear his white eye ogled your strange outfit. Almost immediately, you hear the sound of a lock opening. With a strained creak, the door in front of you opens, letting in the light of day...

Go to Verse 217.

234

You notice a mud streak on one of the pristine sculptures that watch over the ceremonial staircase leading down to the sea. You approach the dirty statue and find a pile of strange equipment behind it: a backpack and a satchel way too large for a human, stuffed with scribing equipment, scrolls in a strange language, and rations wrapped in seaweed – all reeking of sludge and fish. Tracks made with heavy, muddy boots, lead toward the temple entrance.

New Task: Find out who or what visited the city.

If you **don't have** the **"Plunderer"** part **9** status, gain 3 **Food** and the **"Plunderer"** part **9** status.

Exploration ends.

238

The Picts raise their weapons the very moment they notice you. You try to calm them down but it seems impossible. They are clearly looking for a fight, even though some of them are wounded and there are two

more of them that you previously did not see lying on the floor.

Draw and resolve the **"Pictish Plague Hunters"** green Encounter (Difficulty 5). If you win, gain the **"Pillager"** part **7** status and go to Verse 155. Otherwise, Exploration ends.

239

You approach the wall and touch it in the place you saw the creatures did. The panel of the wall opens noiselessly showing a small chamber, a hidden compartment put there centuries ago by the former owners of the manor.

If you **have** the **"Crystal Clear"** part **2** status, the chamber is empty; go to Verse 340. Otherwise, read on:

You see a large blue crystal standing on a pedestal inside the chamber. It emits an intense blue glow once you approach it.

- **Remove the crystal from the pedestal and take it** – gain Secret card **128** and the **"Crystal Clear"** part **2** status. Go to Verse 340.
- **Leave the crystal** – go to Verse 340.

240

The view, despite being distorted by crude lenses, reveals many secrets of the merchant district that looms to the west, beyond the maze of roofs and gardens. The tall tenement houses of the affluent citizens look abandoned and looted, but... Yes! Atop a couple of them you notice an enclave – it seems that a small community tried to shelter themselves from the chaos of the city streets by building wooden shacks and even small gardens on the rooftops, connected with a system of ladders and planks.

Gain the **"Lay of the Land"** part **2** status.

New Task: Reach the secret refuge.

Exploration ends.

245

When you pull the last lever, you hear a loud crack from inside the wall. A moment later, some hinges squeak in the neighboring room.

Gain the **"Tomb"** part **3** status. Go to Verse 17 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

252

The boat is, unfortunately, useless for now. To make good use of this fishing vessel, you would need a large and sturdy fishing net.

New Task: Find a strong fishing net.

Hint: You haven't seen any fishing supplies in the Old Port. You have to look elsewhere in the coastal districts.

Exploration ends.

254

When you pull the last lever, you feel a draft of old air on your face and choke on strange powder. You are dizzy for a moment, but, in the end, nothing happens. If it was some kind of poison, it must have expired.

Each Party member gains 1. Go to Verse 13 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

255

The Fomorian explorer finishes his work and walks away, disappearing into the city.

Gain the **"First Contact"** part **2** status. Each Character gains 2 **Exp**.

If you're playing **Chapter 1**: **Part 4**, go to Verse 730. Otherwise, Exploration ends.

257

The Party member with the most loses 2. If there are several Characters with the same choose the one with higher Character number.

Each Party member gains 1.

If all Party members have 4 or more , go to Verse 216. Otherwise, read on:

You turn around with your weapons ready, despite excruciating pain. It seems the creature understands how vulnerable you are. You are barely prepared when it attacks.

After the Encounter, put a Quest Dial on this Location, if there isn't one yet. Set the Dial to **4** (Low Miasma), **5** (Medium Miasma) or **6** (High Miasma). If you didn't win, go to Verse 340.

Life-draining Wraith
99
Counter, Ethereal
If at any moment your Miasma is High, gain 25
0-10 » Gain 2 Miasma, gain
11-24 » Lose 2, lose 2, gain
25-98 » Lose 1, lose 1, Run Away
Opportunity: gain 1 Miasma
Loot: 10 Magic
Reward: lose 5 Miasma, 2 Exp, go to BoS Verse 690
1x

259

You sneak toward the voices. Soon, you become certain they're coming from around the corner. You crawl closer and see a large pack of weird creatures – roughly humanlike, crouched, with greyish skin. They move half-walking, half-jumping on their long, clawed hands. They all look crooked, as if every single one of them was cursed or ill.

They... seem like they are dining. Or rather, acting out a formal dinner in this old, twilight hall; a grotesque theater with you as the only audience. They move around the table in a crooked way, sit on pieces of granite and talk over a table that has been wrecked and repaired too many times. The assorted plates before them are empty and the creatures sometimes stick them with pieces of wood and metal they hold in their claws almost as if using cutlery. One of the creatures is wrapped in long pieces of cloth, almost like a gown. They seem so human and absolutely inhuman at the same time it's disturbing.

Gain 1. Choose one:

- **Attack** – go to Verse 312.
- **Try to make contact** – go to Verse 290.
- **Wait and see what happens next** (pay 1) – go to Verse 400.
- **Withdraw quietly** – Exploration ends.

260

The Pictish scout walks away, disappearing into Miasma-covered streets.

Gain the **"First Contact"** part **1** status. Each Character gains 2 Exp.

If you're playing **Chapter 1: Part 4**, go to Verse 730. Otherwise, Exploration ends.

261

If you **have** the **"Trinkets and Baubles"** part **4** status, gain 1 Wealth, and then Exploration ends.

If you **don't have** the **"Trinkets and Baubles"** part **4** status, read on:

You nudge a wall while crouching by a pile of rubble. Something cracks, and a thick-set building collapses behind your back. Fortunately, only a few splinters hit you. You turn around and spot some interesting items mixed with the rubble.

Gain 1 Ancient Item and the **"Trinkets and Baubles"** part **4** status. Exploration ends.

269

Moving inside the ruined mansion you see much evidence of a hard-fought battle that took place many years ago. There are old improvised fortifications, fallen centuries ago and covered in moss, and halls full of long forsaken bones that no one buried.

- **Use the hidden tunnel** (requires the **"Way Out"** status) – go to Verse 160.
- **Look for any wealth or trinkets left in the mansion** – go to Verse 182.
- **Leave** – Exploration ends.

272

You quietly move around the villa trying to find anything of either use or value.

If you do not have the **"Forgotten Curios"** part **5** status, gain 2 Wealth, 1 random non-Companion Item and 1 random Ancient Item. Then gain the **"Forgotten Curios"** part **5** status.

If there's a Quest Dial on this Location, reduce it by 1. If the Quest Dial on this Location is now set to 1, and you **don't have** all parts of the **"Presence"** status, go to Verse 219.

If there's no Quest Dial on this Location, place one on this Location and set it to 2.

Go to Verse 535.

275

One of the crew members is under lock and key after he jumped into the cold waters and tried to swim to Camlann. The sailor is emaciated, his skin is gray, and the walls of his cabin are scribbled with unintelligible writing. He screams and sings in an unknown language.

The captain doesn't want to talk about this case, but you're sure the crew would appreciate it if you looked into it.

If you **don't have** the **"Call of Ruins"** part **1** status, each Party member gains 1 Exp. Then, gain the **"Call of Ruins"** part **1** status.

New Task: Investigate and decipher the mad sailor's ramblings.

Now, choose one:

- **Visit the insane sailor** – go to Verse 330.
- **Do something else** – go to Verse 12.

276

You move through a stone tunnel, its walls dripping with seawater. It's completely dark, except for dim fungi that glow red. Soon, you enter a vast cavern.

Attach the **"Firbolg Hatchery"** Location (**454**) to the right edge of the **"Sunken Forum"** Location (**453**). Move all Characters to the **"Firbolg Hatchery"** and Explore it for free.

279

The doors are closed and even though you try you are unable to move them.

Exploration ends.

280

Suddenly the sounds cut off. For a few seconds, you hear only your own nervous heartbeat. Then, voices explode again, turning into shouts. Before you can do anything, you see movement up ahead and then – a large pack of weird creatures. Humanlike, but crouched, and with greyish skin. They move half-walking, half-jumping on their long, clawed hands. They all look crooked, like every single one of them was cursed or ill.

Go to Verse 290.

281

The stairs to the cellar are cleared of debris and are definitely frequently used.

If there's a Quest Dial on this Location, reduce it by 1. If the Quest Dial on this Location is now set to 1, and you **don't have** all parts of the **"Presence"** status, go to Verse 219.

If there's no Quest Dial on this Location, place one on this Location and set it to 2.

If you **don't have** the **"Still Alive"** part **1** status, go to Verse 279.

If you **have** the **"Still Alive"** part **1** status, read on:

The door to the cellar is opened wide and inside looks like a place made to be a safe house for a number of beings. There are a few sleeping places made out of rags and old fabric and some pieces of spoilt food tossed around. There are also a few old coins and pieces of broken jewelry lying around.

Gain 1 Wealth. Go to Verse 340.

289

It's not the first time you've seen something like this – this siege engine resembles the galley of black iron that sunk your ship near the shore. It seems the constructors of these deadly inventions are interested in Camlann and try to infiltrate the city. But what is their goal?

If you **have** at least 4 or , go to Verse 349.

Otherwise, there's nothing more you can make of this finding – Exploration ends.

290

They approach, their reddish, almost-human eyes looking at you with anger. They screech and grumble. One wields a rusty sword, another something that looks like a poker. In the back – you are sure – you see one holding a broken walking stick. They stop a few paces away from you and make more noises, gesturing towards the entrance to the building. They clearly want you to leave.

- **Convince them that you can stay** (requires Secret card **125**) – go to Verse 170.
- **Fight your way through** – go to Verse 312.
- **Leave** – Exploration ends.

312

[illegible] **"Cackling Cabal"** grey Encounter (Difficulty 5).
[illegible] **"Still Alive"** part **2** status.

[illegible] Exploration ends.

314

[illegible] *tools resembling chisels, and a strange fork [illegible]. They are perfect for scraping and wounding your [illegible] the damned mask.*

[illegible], *when you finally manage to bend the hinges [illegible] you continue the work. It's painful, and most of [illegible] know what exactly you're doing, but in the end, the [illegible] bloodied floor with a loud clang.*

Each Character gains 1[illegible], loses 3[illegible] and loses Secret card **120**.

Each Character gains 1 Exp.

If you **don't have** Secret card **101**, **don't have** Secret card **120**, and **don't have** Secret card **109**, go to Verse 135.

Otherwise, Exploration ends.

330

A wreck of a human sits under the wall of a cramped cabin, its walls covered in scribbles made with blood and excrement. He screams and sings in an unknown language.

If you **have** the **"Llys-iaith"** status, or if your Miasma is High go to Verse 669.

Otherwise, each Party member gains 1[illegible]. Go to Verse 12.

337

Correct! A loud click comes from behind the dials and the door slides in. The movement of the door whips up dust that irritates your eyes and throat. Through watery eyes, you see a cramped, yet well-organized library and laboratory. You step in, feeling the weight of your discovery – you must be the first person who's been here since the departure of King Arthur.

Leafing through the books reveals their magical and scientific subjects [illegible] have little time to study forgotten knowledge, but you could find [illegible]thing of use between the crumbling pages. The laboratory equipment [illegible] a miracle of ancient glass working – intricate cannulas, containers in [illegible]s shapes and sizes, jars full of strange substances, insanely complex [illegible]ces... You would need several years to learn how to make use of them.

[illegible] *notice something strange – a part of the room that looks [illegible] entrance to a corridor ends in a wall. It also doesn't look as [illegible] rest of the walls – the mortar is less dirty, and the stone has [illegible]. Something could be hidden there.*

[illegible]

- **Study ancient tomes** (pay 2[illegible] per Party member) – each [illegible]mber gains 2 Magic. Then, choose another option.
- **Search the place** – go to Verse 341.
- **Disassemble the suspicious wall** (only if you **don't have** the "Case Solved" part 3 status; pay 3[illegible] per Character) – go [illegible]

Leave [illegible] ends.

340

You walk the corridors of the empty building. It's obvious it used to belong to an extremely rich family. The corridors are wide and the courtyard is surrounded by ornate balconies. One wall is entirely covered with plants, creating a green tapestry on the white and grey stone. The place is absolutely silent.

If there's a Quest Dial on this Location, reduce it by 1. If the Quest Dial on this Location is now set to 1, and you **don't have** all parts of the **"Presence"** status, go to Verse 219.

If there's no Quest Dial on this Location, place one on this Location and set it to 3. Then, choose one:

- **Plunder the villa** – go to Verse 272.
- **Search the cellars** – go to Verse 281.
- **Look for food** (requires the **"Hidden Splendor"** status) – go to Verse 205.
- **Look for treasure** (requires the **"Crystal Clear"** part **1** status) – go to Verse 239.
- **Leave** – Exploration ends.

341

You search racks, feel walls, browse dozens of tables and small containers – there's nothing more here. No secret passages, no treasures – only books, books, books, and utensils that are useless to you.

Go back to Verse 337.

344

If there's only one Character in play, draw one extra card at the start of this Encounter. If your Miasma is High, draw one extra card at the start of this Encounter.

If you win, go to Verse 223. Otherwise, return to Verse 7 in the **"Inner City" (434)** Exploration Journal.

345

The creatures continue their act, walking the invisible paths they seem to know perfectly well, talking with screeching voices, reenacting the scenes you find creepily human, but performed in a crooked, harrowing way. In the end they all approach one of the walls and touch it in an almost ceremonial fashion. The panel of the wall opens noiselessly, showing a small chamber with a blue crystal glowing inside.

All the creatures look at it in silent awe, motionless for a long while, their eyes aglow, reflecting the blue aura. Their jaws move as if they were reciting a chant.

Suddenly, the silence is broken by a loud howl that chills you to the bone. The creatures wake up, as if from a dream. Moving fast, they close the chamber and go together to the stairs leading down, to the basement of the building. They look around carefully and seem to listen carefully for new noises.

The room empties, leaving you next to the abandoned stage of this bizarre, confusing theatre.

Gain the **"Crystal Clear"** part **1** status and the **"Still Alive"** part **1** status. Place a Quest Dial on this Location and set it to 2.

Go to Verse 340.

349

If you **have** the **"Forgotten Curios"** part **1** status, there's nothing more to find here. Exploration ends. Otherwise, read on:

You start understanding how the machine works – you notice connections between certain elements and begin to understand how the cogs transform energy into movement. Many of the crystals are impaled into crabs' brains, and they look related to similar crystals in a central chamber – the operators of this engine must have used them to control the hulking sea creatures. You gather the gems, certain you can use them as a magic source.

Gain 4 Magic and the **"Forgotten Curios"** part **1** status. Exploration ends.

350

You scrape out the mortar, which happens to be fragile and crumbles easily under the hard iron of a chisel found nearby on one of the tables. Stone by stone, you disassemble the wall that was clearly raised in haste, by someone who was no stonemason.

On the other side, you find another part of the laboratory, but it looks grimmer. The floor is littered with shattered glass and papers. Diseased body parts float in glass containers. Glass tubes filled with dried-up blood, notes, and abandoned purge suits imply that the subject of research was nothing other than the Red Death. Farther in the room, you find a couple of small cells, and each of them is charred inside. If you strain your eyes, you can just about make out human silhouettes burned into the walls. One of the walls, instead of a shadow, has a smashed hole through which you see sewers.

Each Character gains 1 Exp. Then, lose 1 Miasma and gain the **"Chronicles of the Plague"** part **2** status and the **"Case Solved"** part **3** status.

Reminder: If this was your last missing part of the **"Chronicles of the Plague"** status, remember to go to Verse 800 now, as indicated on the Save Sheet.

Exploration ends.

351

The port's ledger contains a list of all ships that have ever left the city – the first hundred pages speak of travels to places all over the known world, but on the final pages only one destination port appears time after time: "Avalon". And the ending is depressing – high numbers of people who couldn't find a ship to board. The last entry is scribbled by a madman who begged the gods for Arthur's return.

If you **don't have** the **"Chronicles of the Plague"** part **3** status, each Character gains 2 Exp. Gain the **"Chronicles of the Plague"** part **3** status.

New Task: Finding all **"Chronicles of the Plague"** statuses will help you deduce what transpired in Camlann.

If you **have** Secret card **103**, Exploration ends. Otherwise, read on:

Once you finish reading the book, a glint of brass in the debris by the wall catches your attention.

Gain Secret card **103**. Exploration ends.

352

A piece of hemp rope lies on the ground, one end tied to a stone arch on the first floor of a nearby house – the other was tied into a constricting noose that was cut open. You look down at your body and see some bruising and scratches on your waist that could be caused by a rope.

All seems clear now: someone caught you in a noose as the procession was going down the street, and the nightmarish dancing troupe left you behind, while you struggled to rejoin them. Whoever your savior was, they didn't stick around long enough for you to regain your sanity. However, you have your suspicions as to who they were.

Each Party member gains 1 Exp. Exploration ends.

353

You tell her that the Pennance Grounds hold many interesting prisoners, and the temple is just a boring piece of white stone. She's grateful for your expertise.

Gain the **"Balance of Power"** part **2** status. Exploration ends.

355

The air turns freezing cold and it almost seems like fog is pouring inside the room you're in, fast, like a wave of water.

The Party member with the most ♥ loses 2 ♥. If there are several Characters with the same ♥ choose the one with higher Character number.

Each Party member gains 1 ♥.

If all Party members have 3 or less ♥, Exploration ends. Otherwise, read on:

You turn around with your weapons ready, despite excruciating pain. The creature is not yet done with you!

Resolve the special **"Life-draining Wraith"** purple Encounter in **Verse 380**. If you don't win this Encounter, Exploration ends.

357

You see one of these luminescent pellets falling to the ground in front of you. You step forward and notice the creature it came from: a Seeker that keeps nibbling an old book of spells and excreting the magical substance from his other end. Enraged by your intrusion, the Seeker attacks.

Draw and resolve the **"Seeker"** purple Encounter (Difficulty 6). Regardless of the result, Exploration ends.

358

Somehow, it feels right.

Place a Curse token on the Location. Go to Verse 577.

366

... dust and rotting flesh. ... body jumps at you from the darkness.

... **"Plagued Thrall"** gray Encounter (Difficulty 4). ... activates first this Combat discards down to one ... additional card for each red marker on this Location.

... Encounter, remove any red markers from this Location. If ... go to Verse 50.

Otherwise Exploration ends.

368

You tell her that the plague-crazed creatures trapped in the Pennance Grounds have no value and are quite useless. The temple, on the other hand, offers a commanding view over the entire Port District and can be easily fortified. She's grateful for your expertise.

Gain the **"Balance of Power"** part 1 status. Exploration ends.

370

The creatures continue their weird act. They raise empty cups and pretend to drink. One sits in the corner of the room and starts bobbing its claws and head – you don't understand why. A few heartbeats later the rest stand up and start to dance in a harrowing parody of an old court dance. Their shadows create terrifying patterns on the old and moldy walls.

A few moments later, one of them goes to the well masked trapdoor in the corner of the room, opens it and disappears into the hole. After a few minutes it comes back carrying a bucket full of some kind of fungi. Other creatures end the dance and start to eat right out of the bucket, completely different to how they acted just a moment before.

Gain the **"Hidden Splendor"** status. Then, choose one:

- **Attack them** – go to Verse 312.
- **Try to make contact** – go to Verse 290.
- **Wait and see what happens next** (each Party member loses 1) – go to Verse 400.
- **Withdraw quietly** – Exploration ends.

375

... first part of this relief depicts Merlin, carrying a small child in a bas... The crest above the basket shows the Pendragon's coat of arms. The ... is special, no doubt. There are three square pieces, each matching ... with Merlin perfectly, that you can slide in to complete the relief.

... one, a stout knight stands in front of his castle gate, a small ... pregnant wife in tow, and reaches out to accept the basket. ... group of the Allmother's priestesses in front of their ... to accept the basket. On the third, you see a wide, ... Merlin is preparing to throw the basket into.

... slide in to complete the first half of the relief?

- **A knight accepting the child** – go to Verse 358.
- **A convent accepting the child** – go to Verse 424.
- **A wide river waiting to carry the child** – go to Verse 472.
- **None of the first relief** – go to Verse 551.
- **None of the third relief** – go to Verse 177.
- **Leave the shrine** – go to Verse 14 in the **"Castle Camelot"**

376

"You've earned my trust," the translator says, looking at the fl... hands of her queen. "But we all see that you're close with the F... rians too. We tried to learn about their technology for hundreds of years, but they were relentless in refusing our requests. And here you are – with their apparatuses on your face."

The queen's face expresses sadness, but you notice a glimpse of recognition.

"I would really like to show you our temple, the place that has changed our lives. I would like to bestow this gift, the blessing of the goddess, upon you – but I can't. Maybe, after you are through your next ritual of the passing life, we will meet again, and you won't be tainted by Fomorian technology."

The queen waves her hand, and her translator tells you that you should now go.

Exploration ends.

377

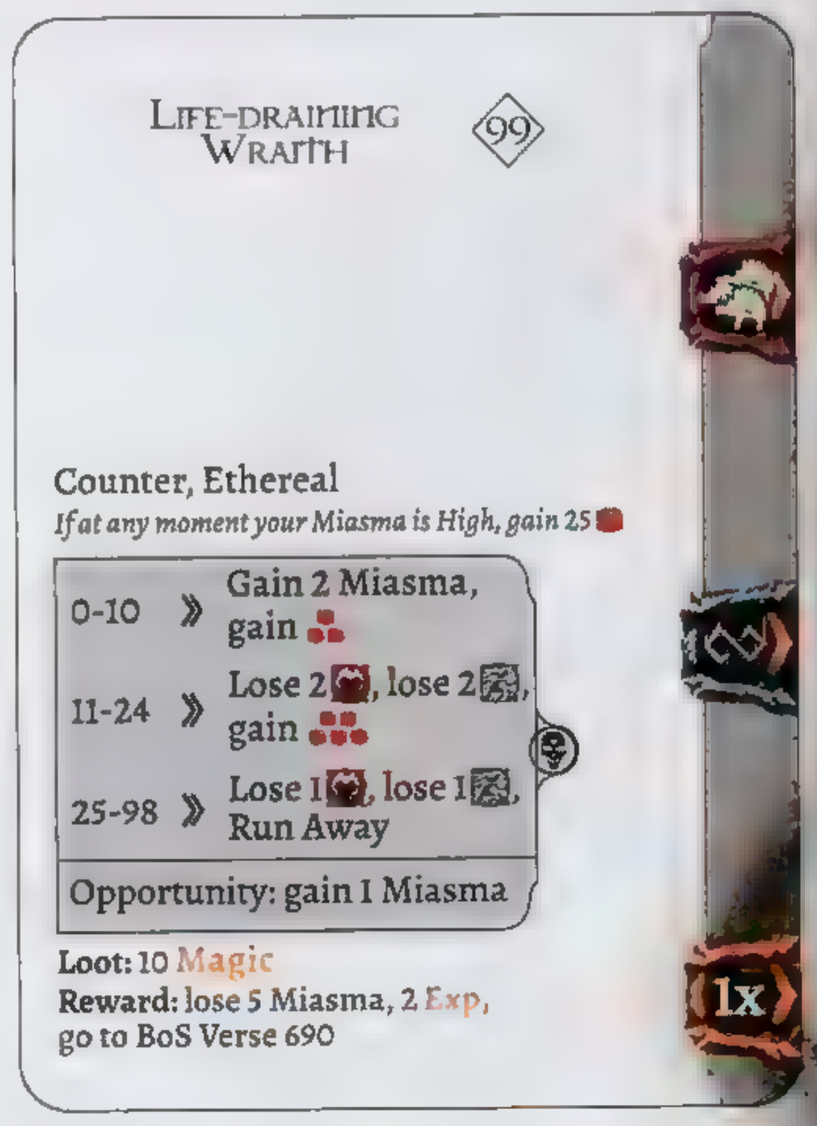
Unfortunately, the volumes prove pretty mundane: long-winded tirades of Camlann's historians, collections of folk tales and court poetry, impenetrable books of law. But at least you do manage to brush up on Camlann's dialect and the ancient written language used by its scholars.

If you **don't have** the **"Llys-Iath"** status, each Character gains 1 Exp and loses 1 . Gain the **"Llys-Iath"** status. Exploration ends.

378

Attach the **"Radiant Temple"** Location (**443**) to the right edge of the **"Unspoiled Heights"** Location (**442**). Move all Party members to the **"Radiant Temple"**. Explore this new Location for free.

380


Life-draining Wraith
99
Counter, Ethereal
If at any moment your Miasma is High, gain 25
0-10 » Gain 2 Miasma, gain
11-24 » Lose 2, lose 2, gain
25-98 » Lose 1, lose 1, Run Away
Opportunity: gain 1 Miasma
Loot: 10 Magic
Reward: lose 5 Miasma, 2 Exp, go to BoS Verse 690
1x

381

If you **have** Secret card **112**, go to Verse 376.

If you **have** the **"Lay of the Land"** part **7** status, go to Verse 378. Otherwise, read on.

"You've helped my people. In return, I want to show you something – our most sacred, hidden temple."

The translator double-checks her words, shocked by the fact the queen divulges this to you.

"Ask about our goddess. Look around. Maybe you will acknowledge her path and follow her, just like us."

The queen leads you to a room hidden behind the throne. The path is lit with hundreds of oil lamps.

"You may enter whenever you want. But don't disturb the sanctity of this place, as my tribe won't forgive you."

Gain the **"Lay of the Land"** part **7** status. Go to 378.

400

Roll a die:

1-3 – go to Verse 290.

4+ – go to Verse 401.

401

If you **don't have** the **"Hidden Splendor"** status, go to Verse 370.

Otherwise, go to Verse 345.

404

Verse not found.

405

....therefore, I have fashioned this note to help your people reach the heart of the mausoleum safely. Before proceeding, you have to open the main gate in the left lodge. Beware, for the right one is to hold back intruders. If you're here to tend the corpse, give the warden a sign by using the first lever in the right lodge. Wait at the red if you do it. In the antechamber, ignore the trap before you. In the left, use the scale of nobility, then use the first lever and go down. The rest of the instruc tions are on the wall. Don't enter the obvious room, as you would have to wait for someone to rescue you. Treat your king with dignity. Burn this letter when you learn it all by heart.

411

The entire Party may decide to stock up on Food performing the following sequence:

1) Each Party member gains 3 Food.

2) Each Party member restores 1 and loses 1.

3) Gain 1 Miasma.

Exploration ends.

415

With a good boat, and a sturdy fishing net, you set out to catch some fish. It only takes a moment before you haul your first silvery catch onto the wet bottom of the boat. It looks remarkably normal – Miasma doesn't seem to affect life below the water.

Gain 2 Food per Party member and the **"Urban Foraging"** part **4** status.

Hint: You may keep fishing in this Location in later Chapters, using an option available after Exploring it.

CONGRATULATIONS! You've completed your Quest!

Remove your Active Quest card from the game.

Each Character gains 2 Exp.

If you **have** any part of the **"First Contact"** status, go to Verse 725.

Otherwise, find and resolve the **Chapter 1: Part 4** card. Do not change the structure of the rest of the Events Deck.

Exploration ends.

417

One by one, the procession walks the gangplank, and tumbles down, like a wave of rats into the gutter. The first bodies to land break their bones with sickening sounds. The rest pile on top of them. It takes a long while to sort out the chaos, but eventually the bodies begin to climb back up, using ladders and stairs left by the creators of this place. Some, too shattered to move, stay behind. Those with broken arms or legs are helped on by the rest of the procession.

Soon, the Danse Macabre is on the move again, most of its bodies resentful for the pain you caused them and will not listen to you so easily again.

Lose 2 Volition. Exploration ends.

420

Time passes as you wait in hiding. Soon, you are certain what you hear is the constant chattering of many... humans? Things? The language is impossible to understand. After a while though, the voices go silent.

Gain the **"Still Alive"** part **1** status. Go to Verse 340.

424

Go to Verse 523.

425

When you pull the last lever, you feel a draft of stale air on your face and you choke on strange powder. You are dizzy for a moment, but, in the end, nothing happens. If it was some kind of poison, it must have expired.

Each Party member gains 1. Go to Verse 13 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

427

You run through the dark until you reach the front hold of the ship. You block its door, but the banging from the other side grows louder and loud er. It's only a matter of time before the former crew members get in and swarm you. Desperate, you look around for anything that could help you.

Go to Verse 430.

430

You need to hurry!

Place a Time Token on this Location. If there are now three Time Tokens here, go to Verse 435. Otherwise, choose one.

- **A cannon** – *An old cannon rests here, rusted and covered in cobwebs. Could you use it to get rid of your assailants?* Go to Verse 454.
- **A gun port** – *A locked gun port above the cannon might be large enough to push through.* Go to Verse 476.
- **An axe!** – *The hull is rotten through. Could you break out to the other side?* Go to Verse 580.
- **A heavy chest** – *An ironbound chest looks heavy enough to block the door and give you some more time.* Go to Verse 490.

435

The crew breaks into the hold and swarms you in an unending wave. With no way to escape, it's only a matter of time before you fall...

Go to Verse 588.

452

When you pull the last lever, you feel a draft of an old air on your face and choke on strange powder. You are dizzy for a moment, but, in the end, nothing happens. If it was some kind of poison, it must have expired.

Each Party member gains 1. Go to Verse 13 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

454

You start loading the cannon and quickly discover the powder looks too damp and old to burn.

Go to Verse 430.

455

You delve into the belly of the iron leviathan, choking on the smell of rotting crabs. The corridors are too large to be made for humans. There's a plethora of strange mechanisms, wooden cogs, and crystals brimming with wild magic – they are all connected to steel contraptions and furnaces, and even crabs' muscles. You wonder how it all works...

If you **don't have** the **"Fomorians"** part **4** status, each Party member gains 1 Exp. Then, gain the **"Fomorians"** part **4** status.

If you **have** the **"Fomorians"** part **1** status, go to Verse 289.

If you have at least 4 or 4 , go to Verse 349.

Otherwise, there's nothing more you can make of this finding – Exploration ends.

458

... regain consciousness, a set of arcane symbols is ... ink on the cobblestones. Most are now dead and ... to emit a faint glow. A furious squeak turns ... ched to one of the symbols on the ground, ... other symbol holds on to a desiccated foot.

... ing signs and it grabs your hand so hard ...

... on the street the procession ... time to catch you. The night ... u struggled to rejoin them. ... enough for you to ... they were ...

460

You sneak toward the voices. Soon, you become certain ... from around the corner. You crawl closer and see a large pack of weird creatures – roughly humanlike, crouched, with greyish skin. They move half-walking, half jumping on their long, clawed hands. They all look crooked, as if every single one of them was cursed or ill.

They... seem like they are dining. Or rather, acting out a formal dinner in this old, twilight hall; a grotesque theater with you as the only audience. They move around the table in a crooked way, sit on pieces of granite and talk over a table that has been wrecked and repaired too many times. The assorted plates before them are empty and the creatures sometimes stick them with pieces of wood and metal they hold in their claws almost as if using cutlery. One of the creatures is wrapped in long pieces of cloth, almost like a gown. They seem so human and absolutely inhuman at the same time it's disturbing.

Gain 1.

- **Attack** – go to Verse 312.
- **Try to make contact** – go to Verse 290.
- **Wait and see what happens next** (lose 1) – go to Verse 400.
- **Withdraw quietly** – Exploration ends.

470

The procession parts, revealing a spot that was waiting for you to fill it...

Gain 1 Miasma per Party member. Each Party member gains 1 and loses 1.

Now, resolve the **"Returning to the Fold, part 1"** diplomatic Encounter on the side of this page.

472

Go to Verse 523.

475

The scream of your helpless fury echoes between the abandoned buildings. It will take a long time before the Danse Macabre is back here again. Do you have what it takes to try again? Or will you admit failure?

- **Resign and think of some other way** – go to Verse 620.
- **Try again** – *You will have to wait until the Danse Macabre tries to pass the gate again.* Exploration ends.

476

You unlock the gun port and try to open it. It won't budge, as if some powerful force pushed it from the other side. Small leaks appear around the circumference of the gun port. You realize the ship must have taken water since the last time you were here - the gun port is now below the surface.

Go to Verse 430.

480

The large archway leading inside must have been very impressive in its time - it still radiates ancient dignity and makes you feel weirdly small. You are in a wide corridor just beyond the archway, when you suddenly hear noises...no, they are not just noises. It seems almost like talking, in weird voices, sometimes higher pitched, sometimes growling. From where you stand, you do not recognize any words – but someone is definitely in there.

- **Try to get in quietly to see who is there** – go to Verse 259.
- **Call out to announce you are not an enemy** – go to Verse 280.
- **Wait until they leave** (lose 1) – *This city harbors many dangers, maybe you are getting close to another one?* Go to Verse 420.

488

You barely survive the procedure.

Each Party member loses 1 Exp, 3 and gains 3 . Gain Secret card **110**.

Go to Verse 533.

490

You try to push the heavy chest, but it won't move. You feel stupid when you notice it was bolted to the floor, to prevent it from causing damage in strong winds.

Go to Verse 430.

500

The horrors of Camlann bested you, but the darkness you fall into is only temporary. After some time, pain and choking stench wake you up. You're bobbing up and down on a stinking patch of sea rubbish, with other refuse washed down from the city streets.

Discard all Location cards. Place the **"Flotsam"** Location (**402**) on the table and move all Characters there. Attach all connected Locations.

Gain 5 Miasma.

Lose all Food, Wealth and Magic above 3.

Set your to 4 and to 3. Restore as much as your allows you to.

Gain Secret card **66** (if you **don't have** it yet).

Continue the game.

501

Strange grinding comes from behind the dials, and they slowly return to their original positions. Your answer was incorrect!

Exploration ends.

506

You have no doubt the king depicted by the statue is not Arthur. Even before his physical transformation, he was taller, and his features were [illegible]. The sculptor seemed quite capable, so his lack of skill is [illegible] not to blame. This leaves one option...

[illegible] Verse 522.

507

On Avalon, you've seen many depictions of Arthur in Kamelot [illegible] in the Tombs of the Order. They all seemed similar, but the man he looks nothing like the stern, gaunt-faced king of legends you remember. This leaves one option...

Go to Verse 522.

508

Not many depictions of Arthur survive on Avalon, but all of them seem to show a giant hulk in thick armor, cutting the Fore-dwellers by the dozen. This short, round-faced man surely cannot be the king of legends.

Go to Verse 522.

510

Discard the Food you've set aside. If you offered:

0-1 Food per player – *Every little bit helps, but you can't shake off the feeling the crewmembers are disappointed.* Go to Verse 12.

2-3 Food per player – *Grateful crewmembers share their meager ration of grog and some stories with you.* Go to Verse 275.

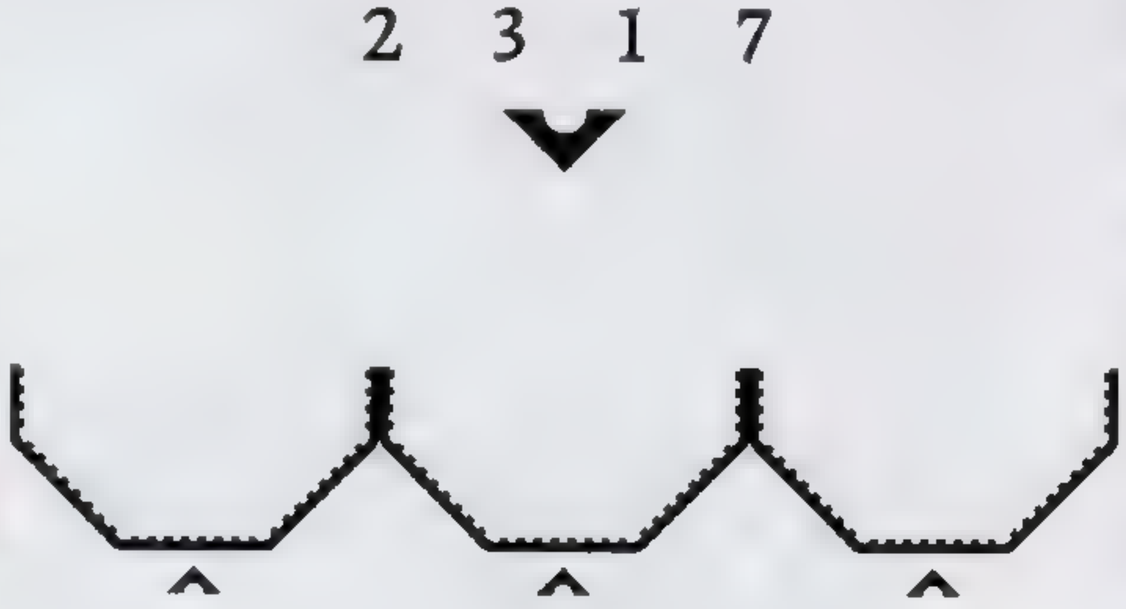
4+ Food per player – *Crewmembers rejoice so loud the captain himself comes out to investigate the commotion.* Go to Verse 180.

511

Resolve the special **"Rusted Knight"** gray Encounter in **Verse 519.**

513

Each of the dials can be turned to a number from 1 to 8, and there are three of them. Without some sort of help, guessing the right password seems impossible. You inspect the surroundings of the dials carefully, and discover some hairline scratches that make four digits and an arrow, probably left by someone as a hint.



Choose one:

- **Leave** – Exploration ends.
- **Turn the dials** – *Without the correct number, guessing would take ages!* Place three Dials in the slots, turning them so that each indicates one number. Go to the Book of Secrets and check the Verse number created by the Dials – if it does not exist, or starts with anything other than **"Correct!"**, go to Verse 501 instead. If the indicated Verse starts with **"Correct!"** read that Verse.

515

The music grows louder. At first it seems cacoph[illegible] as you listen, you begin to realize it [illegible] Drawn like a moth [illegible]

away, you begin to realize it's chant. A shiver creeps down ble to make a move, the procession

longer. Their emaciated bodies are rid dirty rags. Their eyeless faces show emselves in the dance in a way that r limbs

t instead, your legs make a first step towards the ess head of the creature in front turns towards ts something in your direction.

the creature's hands is the last thing you remember.

516

If you **have** the **"Upper City"** part **1** status, there's nothing more to find here. Exploration ends. Otherwise, read on:

You approach the tomb and study the reliefs on its surface. They seem to be arranged in chronological order. First, the carnage of a plague-stricken city. Then, ships depart for Avalon, leaving behind many who found no place on board. What follows are scenes of bitter despair that end when a single ship appears on the horizon. The king returns to his subjects, takes charge, restores order and commands them to build a city within a city, surrounded by thick white walls. The last scene shows long rows of people waiting by the iron doors that dot the white wall.

You now turn your attention to the king's statue.

If you **have** the **"Age"** part **1** status, go to Verse 506.

If you **have** the **"Age"** part **2** status, go to Verse 507.

If you **have** the **"Age"** part **3** status, go to Verse 508.

517

The man prepares a place for you – a stone bed bearing marks of dried blood and soot. He prepares his tools – knives of various sizes, stitches and needles, jars with strange substances, and several fetishes devoted to the Pictish goddess.

"You want the full transformation?" He points at the girl suffering nearby. "Or the one that researchers from the lower caste have? With the open mouth and so. The partial one will not protect you from Miasma entirely. And the procedure may go wrong."

- **Full transformation** – *Large, external lungs will make your life harder, but they will also make you more resistant to Miasma.* Go to Verse 536.
- **Partial transformation** – *Smaller filtering gills on your neck will only allow you to ignore Miasma for a brief amount of time at a lower cost than the full transformation.* Go to Verse 552.

518

If you **have** the **"Upper City"** part **1** status. If you **have** the **"Upper City"** part **2** status, go to Verse 520. Otherwise, read on:

... of the upper city turned out to be a mausoleum ... by regret, even though he helped found ... explain everything, though. Where did ... ument live? Are there any of them ... that walks up and down the city tied ... white marble holds the answer.

... "Dreamtides of the Plague" part **5** status.

... Time ... in the **"Inner City"** (**434**).

519

If you win, place a Time Token on this Location, and go to Verse 19 of the **"Castle Camelot"** Exploration Journal (**490**).

This Encounter does not have a normal Combat Pool and players should ignore any rules regarding adding markers to the Combat Pool. Instead, at the start of the Encounter, place 4 red markers on it (if there's only 1 Character in play, place 3 red markers instead). Then, each Party member takes a Dial and places a Quest Token on it, set to 1.

The Enemy Attack corresponds to the number of red markers on the Encounter.

Each time a player plays a card, they raise their Dial by 1. When the Dial is raised above 8, set it to 1 instead and remove 1 red marker from the Encounter. If there are no more red markers – you win the Encounter.

You can't connect Magic keys and can't use Ancient Skills and Ancient Items in this Encounter.

Rusted Knight

Demolisher

4 red markers	»	Each party member discards top 2 cards from their deck.
3 red markers	»	, gain 3
2 red markers	»	, draw 1 card
1 red marker	»	Each party member discards top 2 cards from their deck.

Opportunity: lose all and all non-equipped Items

520

You begin to realize how vastly long the history of these ruins is. While humans sail away to Avalon, Camlann becomes the heart of a reformed human kingdom, the Red Empire, that itself found a sudden and dramatic end. Your knowledge is still incomplete, though. You now set your eyes on the largest target of all: Castle Camelot, the ancient seat of Pendragons, looming in the Miasma above the city.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 2 Exp.

Lose 1 Miasma.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 4**: **Part 2** card.

Exploration ends.

521

They are so grateful that they support your voice within the dance and eagerly follow your directions.

Gain 3 Volition and the **"Harvest"** part **5** status.

522

There's only one way to know for sure... You push the heavy lid of the sarcophagus, breaking its old seals, until it slowly moves away. You expected vile smells to rise from the inside, but your nose is so dulled by the Miasma of the city you barely feel a thing.

A dried, mummified corpse rests in the sarcophagus, surrounded by resplendent burial gifts. Across his chest, a gilded sword lies with the word "Excalibur" on its blade. It doesn't take you long to see the sword is just a decoration, just as fake as the king who was supposed to wield it.

Over the king's head, there's a small inscription:

"Let it be known I did what I had to in order to save those who lost all hope. Do not think ill of me, you who look upon my body in this distant time and age. Given the choice, I would do all of it again. Can you say the same about yourself?

The One Who Returned."

A massive silver key hangs on the king's neck. It looks important, so you decide to take it. But what about all the other wealth and possessions?

- **Take the false king's burial gifts** – gain 4 Miasma, 2 Ancient Items and 6 Wealth. Go to Verse 518.
- **Let the false king keep the gifts** – lose 2 Miasma. Go to Verse 518.

523

The air becomes unbearably hot. You wipe the sweat from your forehead, feeling strangely light-headed. Soon, visions begin to cloud in your mind: in terrifying detail, you relive everything you ever did in your life that brought you shame.

Resolve the special **"Shameful Lessons"** blue Encounter in **Verse 605.**

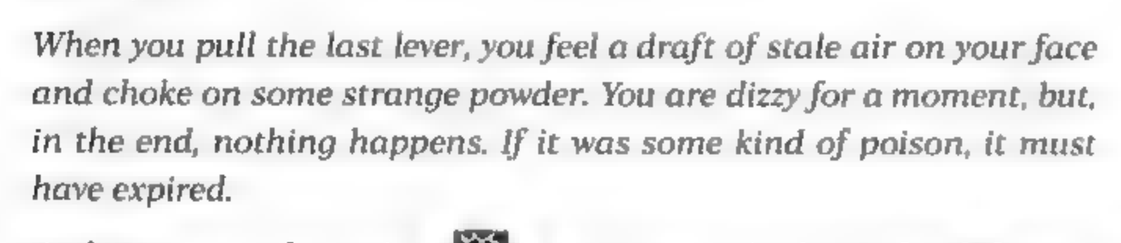
524

When you pull the last lever, you feel a draft of stale air on your face and choke on some strange powder. You are dizzy for a moment, but, in the end, nothing happens. If it was some kind of poison, it must have expired.

Each Party member gains 1 . Go to Verse 13 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

525

You shake your head, trying to focus on the dials through the orange haze that clouds your vision. The poisonous fumes of the city are really starting to affect your senses! After a moment, you sober up enough to discover each of the dials can be turned to a number from 1 to 8, and there are three of them. Without some sort of help, guessing the right password seems impossible.



Choose one:

- **Leave** – Exploration ends.
- **Turn the dials** – *Without the correct number, guessing would take ages!* Place three Dials in the slots, turning them so that each indicates one number. Go to the Book of Secrets and check the Verse number created by the Dials – if it does not exist, or starts with anything other than **"Correct!"**, go to Verse 501 instead. If the indicated Verse starts with **"Correct!"** read that Verse.

531

CONGRATULATIONS! You've completed **Chapter 2** of the **"Red Death"** campaign!

Each Character gains 2 Exp.

Lose 2 Miasma.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 3** Setup card and follow its instructions to begin the next Chapter!

534

If you **don't have** the **"Tomb"** part **6** status, go to Verse 556. Otherwise, read on:

A motionless hulk in red armor sits under a wall. You feel their eyes following you, but the warrior doesn't budge. You ignore them.

You focus on your surroundings – you're in a great underground chamber, its ceiling is painted to resemble a cloudless sky with dozens of birds, the walls depict a forest full of game, and the floor is covered in gravel. In the middle of this unreal forest, a wonderful tomb made of red marble stands. Atop, there is a sculpture of an old man with a sword resting on his chest.

Golden runes say: "Arthur, the King who Returned."

- **Approach the tomb** – go to 516.
- **Leave** – Exploration ends.

535

The giant manor looks to be in slightly better shape than the other buildings of this district. Once, it was beautiful – you can still see the sculptures in the archways leading inside, now weathered and covered in moss. Over the years, the main entrance was blocked with a wall its remains are still visible. You're about to enter when you suddenly notice signs of someone's presence. The wall didn't just crumble; it was deliberately removed. Wildflowers growing on both sides of the entrance look well-tended.

- **Enter the mansion** – *Exploring this giant structure is bound to take a lot of your time.* Go to Verse 537.
- **Leave** – Exploration ends.

536

The procedure is long, painful and transcends magic and medicine. At one point, you find yourself in front of the Forgotten Goddess herself, hanging upside down from a ceiling on a net of veins. You feel other gods of Avalon turning their backs on you with disgust, as you are no longer a part of their creation.

Each Party member sets their to 3 and to 5. Gain Secret card **104**. Gain the **"Diplomat"** status. Go to Verse 553.

537

If you don't have [illegible] of the **"Still Alive"** status, go to Verse 480.

If you have the **"Still Alive"** part 1 status, toss a Dial. On a skull, go to Verse 340. On a [illegible] go to Verse 480.

If you have the **"Still Alive"** part **2** status, go to Verse 340.

542

[illegible]*ver, you feel a draft of stale air on your face and* [illegible] *powder. You are dizzy for a moment, but, in the* [illegible] *pens. If it was some kind of poison, it must have expired.*

Each Party member gains 1 [illegible]. Go to Verse 13 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

546

Go to Verse 523.

550

The sea was not to become your grave - as it was to most of the crew. The resolve and sheer force of will that pushed you through many trials on Avalon helped you reach the shore. But to get there, you had to gradually lose everything you had on you when the ship sank.

Now, you scramble out of the water, without any provisions or tools.

Each Character discards all but two Item cards.

CONGRATULATIONS! You've completed your Quest!

Remove your Active Quest card from the game.

Gain the **"Fresh Blood"** Secret card (**105**).

Discard the **"All Aboard!"** Secret card (**102**).

Find and resolve the **Chapter 1: Part 2** card.

Exploration ends.

551

The first half of this relief depicts an enraged Arthur, sword in hand, lashing out with anger at something he sees ahead of him. There are three square pieces, each matching the side with Arthur perfectly, that you can slide into to complete the relief.

On the first one, Arthur's sister - Morgaine - holds his crown in her hands with a wicked smile. On the other, one of Arthur's knights - surprised by the king's sudden appearance, holds in his arms a flushed, [illegible]-haired maiden who also wears the crown. On the third, a dragon [illegible]'s body, preparing to attack the king.

[illegible]plate do you slide in to complete the first half of the relief?

Morgaine stealing the crown – go to Verse 546.

The queen in the arms of a knight – go to Verse 573.

The fire-drake attacking the king – go to Verse 558.

Move onto the second relief – go to Verse 375.

Move onto the third relief – go to Verse 177.

Leave the shrine – go to Verse 19 in the **"Castle Camelot"** [illegible] Journal (**490**).

552

The procedure is long, painful and transcends magic and [illegible]. You remember hallucinating about a strange faceless figure [illegible] and me upside down from a ceiling on a net of veins, and about the disappointed faces of the gods of the Homelands.

Each Party member sets their [illegible] to 5 and [illegible] to 3. Gain Secret card **110**. Gain the **"Diplomat"** status. Go to Verse 553.

553

CONGRATULATIONS! You've completed **Chapter 5** of the **"Red Death"** campaign!

Each Character gains 3 Exp.

Lose 2 Miasma.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 6** Setup card and follow its instructions to begin the next Chapter!

Reminder: While among the Picts, you may still pursue the optional goals (discover what the locals know about the history of Camlann or attempt to locate the ally you befriended in the Port District).

Exploration ends.

555

If you **have** the **"Call of Ruins"** part **4** status, go to Verse 560.

If you're playing **Chapter 2: Part 2**, go to Verse 565.

If you're playing **Chapter 2: Part 3**, go to Verse 616.

Otherwise, read on:

You stand on the shore and begin to signal your ship, looming in the mists. It takes so long you begin to suspect the creaking vessel was deserted in your absence, but finally some figures emerge onto the deck and lower a small rowboat. The lone oarsman fights through the tide and stops by your pier. He nervously glances at the abandoned, ruined streets.

"Get in. I dun' wanna stay 'ere a minute longer."

Go to Verse 12.

556

As you enter the chamber, a warrior clad in red stands in your way. His hulking presence overwhelms you, making you want to flee - but you have a feeling you would be caught in a heartbeat.

- **Fight the warrior** – resolve the **"Red Warden"** gray Encounter (Difficulty 6). If you win, go to Verse 576. Otherwise, you run in panic, trying to survive – discard all markers and Dials from this Location. Exploration ends.
- **Reason with him** – resolve the **"Crestfallen Warden"** blue Encounter (Difficulty 6). If you win, go to Verse 617. Otherwise, you run in panic, trying to survive – discard all markers and Dials from this Location. Exploration ends.

557

You descend into a cramped chamber under the anvil, and when the first thump shakes the ceiling, you suddenly become aware of the weight of all those iron blocks above your head, but you convince yourself that if it's lasted for so long, these few moments won't change much.

This hidden area looks like a small workshop – with tiny anvils made of gold and patina-covered silver. One is even made of pure diamond, though no larger than your thumbnail. You take all of them. You emerge from the underground not sure whether this counts as a success or not – you hoped for an ancient relic, or something more useful than these riches.

If you **don't have** the **"Trinkets and Baubles"** part **7** status, gain 10 Wealth and this status. Exploration ends.

558

Go to Verse 523.

560

While you stand ashore, waving and shouting, memories of your narrow escape from the doomed ship begin to return through the orange haze of Miasma. Have you forgotten? The ship is no more!

Unless the nightmare you remember was just a dream, or hallucination. Just to be sure, you decide to stay a little longer – but nothing answers your calls from the mists that shroud the bay.

Each Party member gains 1 . Exploration ends.

562

It slides out of the stone easily. Then, as the thrill of the find subsides, you begin to realize that what you hold in your hands is just a worthless piece of rusty iron. A dull ceremonial blade that your clouded mind almost took for a great artifact.

Gain the **"Rusty Sword"** Item (if available). Each Party member gains 1 Exp. Go to Verse 163.

564

Blood from your open wrist swiftly drips into one of the bowls. The more blood you lose, the more intrusive the whispers become. "Yes, let yourself go in this feeling," they say. "Forget about your traitorous gods and listen to the truth. Ally with my children, ally with me. I'll show you the way. I will protect you in this broken world."

As the blood loss overwhelms you, you try to stem the bleeding, but you can't move. Your mind goes hazy, and you fall into a slumber. You see Picts dying from the Red Death. You see Picts going mad from Miasma. You see Picts finding a forlorn chamber deep in the mountains blocked with dozens of locks made of different materials. Each of the locks bears a symbol of a different god. The Picts opened each of them. Then, you see Picts drawing blood – piles of dead animals, people, and even Fomorians are scattered around the chamber. The Picts rebuild their decayed settlements, freed from the danger of Miasma thanks to the new lungs their goddess gave them.

When you wake up, you are weak, but the wound on your wrist has healed. Before you move out, you hear a last whisper: "Be mine, be free, be safe."

Gain the **"Converts"** part **2** status. Exploration ends.

565

You decide you can't show yourself to the crew looking like that. At best, you would become an object of mockery. At worst, the fact that the city was so rough even for you would scare them.

Exploration ends.

570

It slides out of the stone easily.

Gain Secret card **107**. Go to Verse 163.

571

Resolve the **"Fomorian Explorer"** diplomatic Encounter in **Verse 662.**

573

You slide the piece of relief into place. Somehow, it feels good.

Place a Dial skull-side up on this Location. Go to Verse 577.

575

You see the horde of plague-stricken so consumed by the sickness they barely resemble human beings. They are scouring through the mansion as an army of insects leaving nothing behind. You see them fighting among themselves, tearing down the paintings, throwing the furniture down the stairs... and feasting. On fallen soldiers and nobles formerly living here. On those that are only wounded and cannot fight nor run. The screams of people being eaten alive echo in your head long after you wake up.

Each Character who has this Dream gains 3 reduced by their .

576

The monstrous warrior suddenly stops fighting. It steps aside, sits under a wall, and lets you in. "Worthy," they say slowly in a raspy voice as if they had problems with remembering how to speak.

Gain the **"Tomb"** part **6** status. Go to Verse 534.

577

If there is a Dial skull-side up, a Dial grail-side up, and a Quest Token on this Location, go to Verse 595. Otherwise, choose one:

- **Approach the first relief** – go to Verse 551.
- **Approach the second relief** – go to Verse 375.
- **Approach the third relief** – go to Verse 177.
- **Leave the shrine** – remove all Dials and Quest Tokens from this Location. Go to Verse 14 of the **"Castle Camelot"** Exploration Journal (**490**).

578

Resolve the special **"Life-draining Wraith"** purple Encounter in **Verse 380.** Regardless of the result, Exploration ends.

580

You grab the heavy, dull axe and start swinging to cut your way out of this dark deathtrap. Water bursts out as soon as you damage the hull – the hold must have sunk below the water level. The idea of drowning in a small room with a horde of undead paralyzes you, but then you realize swimming out of here might be your only option.

With swift strokes, you enlarge the hole, seawater pushing up to your chest. Soon, the doors to the hold burst, water rushing deeper into the ship, taking dark shapes that were once your companions with it. Soon, you are submerged too, but the current is too strong for you to push to the other side.

For a harrowingly long time, you wait for it to weaken, as the ship fills with water, and your lungs pound with pain.

- If your Miasma is Low, each Character gains 1 and loses 2 .
- If your Miasma is Medium, each Character loses 1 .
- If your Miasma is High, nothing happens.

Then, go to Verse 589.

585

You shout until your throat is sore, but there's no reply - except for silent rustl[illegible] under the rotten deck.

Place a red [illegible]

Go back to Verse [illegible]

586

[illegible] *the procedure is still underway, and experience [illegible] to escape it, you find you still have no command [illegible] nable to move, you can only suffer, screaming within.*

[illegible] Party member loses one point of a chosen Attribute, 4 and [illegible] Gain Secret card **112**. Go to Verse 634.

588

A sharp pain wakes you up. You're lying on a long table in the mess hall, almost naked and with chunks of your flesh missing. The crew seems to be absent, possibly asleep after their feast. You do your best to stop the bleeding, and notice the mess hall bull's eye is ajar. You crawl to the bull's eye and push yourself to the other side, landing in cold, salty water.

All Party members gain 8 Miasma lose 4 and gain 2 . Go to Verse 589.

589

With the last of your strength, you swim out of the wreckage, and break the surface, gasping for air. The outline of the city looms in the mists in front of you, and you realize you now have no way out of Camlann. For a moment, you consider simply sinking below the waves. Wouldn't it be better than whatever may wait for you on those cursed streets?

But it's not easy to give up on life. Soon, you begin to paddle toward the shore, tides slowly pushing you south.

Gain the **"Call of Ruins"** part **4** status.

Discard all Location cards. Place the **"Flotsam"** Location (**402**) on the table and move all Characters there. Attach all Locations connected to **"Flotsam"**.

CONGRATULATIONS! You've completed **Chapter 2** of the **"Red Death"** campaign!

Each Character gains 2 Exp.

Lose 2 Miasma.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

[illegible] your game or draw a **Chapter 3** Setup card and follow its [illegible] to begin the next Chapter!

595

[illegible] *relief is complete, colorful light suddenly envelops [illegible] k towards its source. The part of the wall with [illegible] g slid in opens the way to a corridor lit with [illegible] s along its left wall.*

[illegible] *erge in a giant room with the remains [illegible]*

[illegible] om this Location.

605

If you win, go to Verse 37 of the **"Castle Camelot"** Exploration Journal (**490**). Otherwise, Exploration ends.

At the start of the **"Shameful Lessons"** Encounter, gain one **"Mark of Shame"** status. Then, check the number of your **"Mark of Shame"** statuses and apply the appropriate effect:

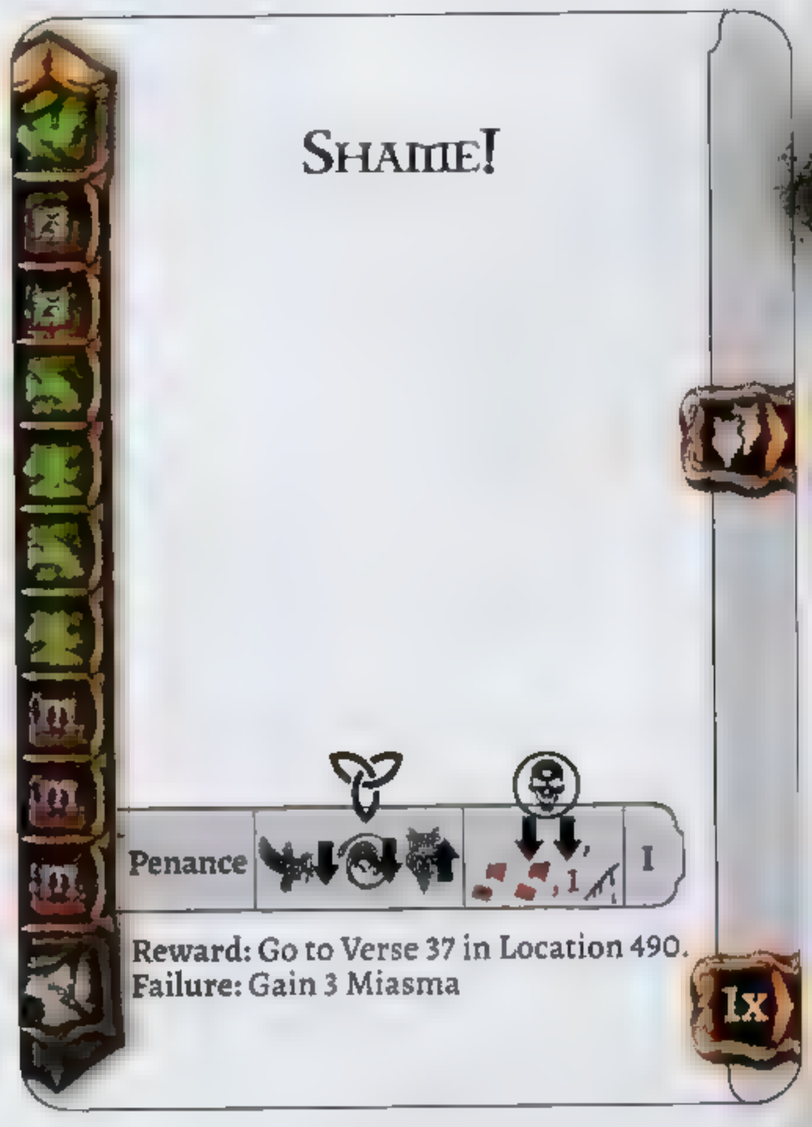
1 – Gain 1 Miasma.

2 – Each Party member discards one **"Weapon"** Item.

3 – Each Party member discards one Ancient Item.

4 – Each Party member loses 1 point of a chosen Attribute.

5+ – All Party members die.



611

The procedure seems to have gone according to plan. You wake up with a strange apparatus attached to the flesh around your mouth. It's harder to breathe in this thing, but at least it should somewhat protect you from Miasma.

Gain the **"Fomorian Rebreathers"** Secret card (**112**).

Go to Verse 634.

612

You make your way through the dark corridors of the lower deck. Finally, you reach the stairway leading up, but a dark shape is blocking your path. You take a step back. More sailors, just like the one in front of you, emerge from other corridors. With dreadful, silent speed, they rush at you!

Gain the **"Down Below"** part **3** status.

If you **have "Call of the Ruins"** part **2** status, and you **don't have** the **"Down Below"** part **2** status, go to Verse 179. Otherwise, choose one:

- **Face them** – go to Verse 128.
- **Run!** – go to Verse 651.

614

It's bright inside the infirmary – so bright, you have to squint before your eyes adjust. Several Fomorians lean over tables with Firbolgs lying on them. Fomorians make shallow cuts in their faces and sew on the strange apparatuses with flexible tubes.

One of the surgeons approaches you and asks what you're doing here. When you answer, the Fomorian explains the procedure – a mask will be permanently stitched to your face, but it will filter the Miasma from the air. The surgeon may use medicaments that will put you to sleep so that you won't suffer. But they are not sure how they will work on you, as they are mainly used on Firbolgs.

- **Have surgery immediately** – go to Verse 652.
- **Take the medicaments first** – go to Verse 622.
- **Back out for now** – go back to the start of this Location and make another choice.

615

Place the **"Splendid Mausoleum"** Location (**431**) on the table and attach Locations **430** and **432** to its appropriate edges. Move all Party members to Location **431**. Discard the **"Caved-in Sewers"** Location (**480**). Then, read on:

Your hand raises involuntarily, sheltering you from the searing light. A cool sea breeze tugs at your clothes, soaked with the stench of the canals. There's something towering above you, shimmering in the bright sunlight. You straighten your back and curse the weakness of your eyes, greedily taking in every detail as it emerges from the haze.

There's a mausoleum in front of you, with a tall tower and two reflecting pools flanking its entrance. The walls of pale marble are lined with gold. A heavy, red banner hangs over the entrance. Soon, you are able to read the ornate inscription over the entrance arch, its letters as tall as a man:

"Here lies Arthur, The King who Returned, Savior of Camlann, Founder of the Red Empire."

Your knees almost give way under the sheer impossibility of everything you see before you.

CONGRATULATIONS! You've completed **Chapter 3** of the **"Red Death"** campaign!

Each Character gains 2 Exp.

Lose 2 Miasma.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 4** Setup card and follow its instructions to begin the next Chapter!

616

The ship looms in the mists, the creaking of its tackle carrying far above the waves. You keep hailing it in every possible way, but no one signals back. Finally, you take your fishing rowboat and decide to go to the ship yourself.

It looks older than the last time you saw it, barnacles covering its sides, loose tackle swaying in the wind. You climb the wet, moldy rope ladder and soon you're on the deck. It's empty and silent. Not a living soul.

Each Character gains 1 . Then, go to Verse 166.

617

After one of the longest discourses of your life, the monstrous warrior says: "Worthy." Then, it lets you in and sits back by the wall.

Gain the **"Tomb"** part **6** status. Go to Verse 534.

618

You make your way through the dark corridors of the lower deck. Finally, you reach the stairway leading up, but a dark shape is blocking your path. As it turns to you slowly, you recoil. The sailor is neither living or dead, his skin is wrinkled like old parchment and his eyes are blank. He looks more like one of the creatures of the Danse Macabre. You take a step back. More sailors, just like the one in front of you, emerge from other corridors. With dreadful, silent speed, they rush at you!

Gain the **"Down Below"** part **3** status.

If you **have "Call of the Ruins"** part **2** status, and you **don't have** the **"Down Below"** part **2** status, go to Verse 179. Otherwise, choose one:

- **Fight them!** – *There's many of them, and the narrow corridors will cripple your movement!* Go to Verse 128.
- **Run!** – go to Verse 651.

620

CONGRATULATIONS! You've completed your Quest!

Remove your Active Quest card from the game.

Each Character gains 1 Exp.

Find and resolve the **Chapter 3: Part 4** card. Do not change the structure of the rest of the Events Deck.

Exploration ends.

622

The surgeon injects you with a slightly glowing, red fluid. You feel your veins burning from the inside, but when you open your mouth to scream, you immediately lose consciousness.

Toss a Dial.

- **Grail** – go to Verse 611.
- **Skull** – go to Verse 586.

634

The masks are uncomfortable and the place where your flesh meets the metal burns with pain. On top of that, they make breathing harder, so much so that you're afraid you might suffocate in your sleep. Though the Fomorians seemed to be able surgeons, this procedure is more butchery than medicine.

Gain the **"Diplomat"** status.

CONGRATULATIONS! You've completed **Chapter 5** of the **"Red Death"** campaign!

Each Character gains 3 Exp.

Lose 2 Miasma.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 6** Setup card and follow its instructions to begin the next Chapter!

Reminder: While among the Fomorians, you may still pursue the optional goals (discover what the locals know about the history of the plague or attempt to locate the ally you befriended in the Port District).

Exploration ends.

650

…w hear every source of the …living around you like planets …

…movable point in the middle of con…

…nae powers surge through your body. The …harder it is to remember who you really were.

- …member may pay 1 **Exp** to replace one of their …another Skill with the same Attribute icon.
- …member may pay 1 **Exp** to lose one point of an At… and gain one point of any other Attribute. Discard any Advanced Skills that you no longer meet the requirements of.
- Each Party member may pay 2 **Exp** to replace one of their Advanced Skills with another Advanced Skill, as long as they meet its Attribute requirements.
- Characters may repeat the trades listed above any number of times, as long as they have **Exp** to spend.

Then, if you have the **"Axis Mundi"** status, go to Verse 163.

Otherwise, go to Verse 176.

651

Roll a die and add your . Check the final result:

1-4 – *The crewmembers catch up with you, forcing you to fight.* Each Party member loses 2 . Go to Verse 128.

5-6 – *The crewmembers grab you, but you manage to wrestle free and run.* Each Party member loses 1 . Go to Verse 427.

7+ – *You succeed!* Go to Verse 427.

652

The procedure is extremely painful and traumatizing, but you expected nothing less

Each Party member loses 3 and gains 3 . Gain Secret card **112**. Go to Verse 634.

654

You begin to retreat toward the rope ladder. Suddenly, with a sickening …rack, the boards of the deck collapse under your weight, plunging you …darkness. Falling and flailing, you hit another deck – and break …gh again in a shower of rotten wood.

… old hammocks breaks your fall. The gray sky is far above you, …kness surrounds you on all sides.

…ed marker from this Location if there is one here. Go …

655

…ected details begin to form solid threads of history …n another until you can see each of them in its … Arthur fled the city, this unassuming gate was …s if to discourage any attackers. They weren't …

…sults scribbled all over the walls … Decades or centuries later, the …ho built black iron siege …ate. They had with them …r the ground. It …

spin, and the fact …
then, the sun cuts through the clouds and …
your feet. For a brief moment you see a glisten… …
a line where the cobbles have been polished and worn by cou… …
feet dragging across them for countless centuries.

This hellish procession, the Danse Macabre, somehow walks past the gate. You wonder whether they have a way to open it. There's only one way to find out.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 **Exp**.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 3**: **Part 3** card.

Exploration ends.

660

It feels great to be rid of this foul thing!

Each Party member loses 2 . Go to Verse 532.

661

The uppermost floor of the mansion looks different from the others. It's somewhat smaller, and even though there are still some windows here, it definitely seems darker. The marble floor is covered with some kind of dark-colored resin, and the entire area smells of death.

If you **don't have** all parts of the **"Presence"** status, go to Verse 686.

Otherwise, read on:

It is the lair of the creature. It seems to have brought all its findings here, and even some of the bodies, now part of a grotesque sculpture on the walls.

If you **don't have** the **"Trinkets and Baubles"** part **8** status, gain 3 **Magic** and the **"Family Signet"** Secret card (**125**). Then, gain the **"Trinkets and Baubles"** part **8** status. Go to Verse 682.

662

If you win, go to Verse 200. Otherwise, Exploration ends.

666

Without warning, an oblong shape flies out of the mist and pierces your ship's starboard with a deafening crack. Then, another one crashes into the main deck, showering you with splinters.

It is a black iron bolt, taller than a man, covered in elaborate ornaments that don't resemble anything made by humans or the Fore-dwellers.

"There! Port-side!" someone shouts, just as a massive hull emerges from the mists, dwarfing your vessel. Atop its iron-clad starboard, several siege ballistae take aim at you. You barely have time to dive before more bolts crash into your ship.

The deck begins to tilt. Cries of the wounded and dying fill the air. Before you slip into the cold sea, for a split second you notice figures manning the ballistae: giants in thick armor and helmets in the shape of various undersea creatures.

Each Party member loses 3 reduced by their . Gain the **"Fomorians"** part **1** status.

Discard all Location cards. Place the **"Flotsam"** Location (**402**) on the table and place all Character models on this Location.

Now, go to Verse 550.

669

You think you know this language. Or maybe, the madness slowly taking hold of you acts as a bridge between you and this poor soul? You don't want to dwell on it, as the message is unsettling on its own. You learn something about the dancing procession that follows an ancient ceremonial route, praising the glory of the long-lost Red Empire and forcing everyone to join them. They try to wake their king, and he will listen someday, he will! You know that if you dance and sing with them, you would...

You come to your senses and retreat from the cabin before it's too late. You order the captain and the crew not to listen to the music of the city – or to this poor man.

Each Party member gains 1 Exp and 1 . Gain the **"Call of Ruins"** part **2** status. Go to Verse 12.

670

The large complex of terraces overlooks the plaza and smaller townhouses.

If you **have** all parts of the **"Presence"** status, there's nothing here – go back to Verse 682.

Otherwise, read on:

Suddenly a withering howl tears through the silence, sending shivers down your spine. It's terribly close, in the mansion behind you.

Each Party member gains one . If the Quest Dial is set to 1, go to Verse 732. Otherwise, decrease the Dial by 1 and go to Verse 682.

680

The dancers step to the sides, revealing a place between them, awaiting just for you...

Gain 2 Miasma per Party member. Each Party member gains 1 and loses 1 .

Now, resolve the **"Returning to the Fold, part 2"** diplomatic Encounter in **Verse 723.**

681

The procession parts before you, showing you an empty place inside. It is your place! You remember it! Ecstasy overcomes you as you race to become part of the fold again.

Gain Secret card **116.** Place all Party members on this card.

If all Characters in play are on Secret card **116**, go to Verse 795.

If there are any Characters who are not on Secret card **116**, place a Dial and a Time Token on this card and set them to 8.

New Task: Free your companions before the time runs out – or give yourself to the dance and finish this.

Exploration ends.

682

Luckily the building is sturdy, and you can safely walk across its centuries-old floors. The light getting in through large windows is softened by vines that seem to be slowly overtaking this place. Weirdly, even though some of the plants look frozen, they maintained their color, forever lush green in their death.

Searching the entire floor, you locate plenty of trinkets, some of which still seem to contain traces of magic.

If you **don't have** the **"Valuables"** part **7** status, gain 4 Magic and the **"Valuables"** part **7** status.

If the Quest Dial is set to 1, AND you **don't have** all parts of the **"Presence"** status, go to Verse 732. Otherwise, decrease the Dial by 1.

Choose one:

- **See the terraces** – go to Verse 670.
- **Go to the upper floor** – go to Verse 661.
- **Get back down to the ground floor** – go to Verse 777.

685

You almost lose yourself to the music, twisting your body so hard your joints creak, and praising the glory of the Red Empire in a language you didn't even know until now. The part of you that remains lucid screams in terror, until your senses come back long enough for you to abandon the crowd and hide in one of the side passages.

You doubt you could muster enough strength to escape again.

Gain one part of the **"Close Encounters"** status. Move all Party members to a connected Location without the Danse Macabre model. Continue the game.

686

Resolve the special **"Life-draining Wraith"** purple Encounter in **Verse 380.** If you win, gain all parts of the **"Presence"** status and go to Verse 661. Otherwise, Exploration ends.

690

The horror from the mist terrorized this part of the city for centuries, but in the end, you're the one who stands victorious. The body of the monster shivers on the ground, spurting black blood around – with each gush, it shrivels and shrinks. Soon, there's nothing here, but a feeling of overwhelming emptiness and melancholy.

Gain all parts of the **"Presence"** status. Gain 8 Magic. Each Character gains 3 Exp.

Exploration ends.

699

You look helpl[illegible] arched arches under the roof of the mansion. If th[illegible] it down to fight won't be easy.

If you have [illegible] or if you **don't have** the **"Smoke Bomb"** Item, go to Verse [illegible].

If you have [illegible] or if you have the **"Smoke Bomb"** Item, read on:

A sudden idea strikes you - these arches seem to be ornamental more [illegible] structures. Collapsing them would deny the crea[illegible] around the house and surprise your opponent. [illegible] you put explosive powder charges on the top side [illegible] that extend above the rooms.

If you **don't have** the **"If it Bleeds"** part **4** status, each Party member gains 2 [illegible] discard the **"Smoke Bomb"** Item and gain the **"If it Bleeds"** part **4** status.

Go to Verse 777.

711

You see a desperate fight in the fortress-mansion that the Picts set up camp in. Only these are not Picts that are fighting – it's chainmail clad soldiers trying to retreat in order under attack from a horde of ragged people, mad with violence, hunger and the Red Death itself. You can see the soldiers withdrawing down the stairs to the basement, where, behind a secret panel in the wall, a passageway waits for them, leading away from this fallen place. But they never manage to get there – the crowd covers them like a tidal wave before any of them are able to touch the secret panel opening the passageway.

Gain the **"Way Out"** status.

713

Suddenly a black shape, larger than a human and terrifyingly fast materializes from the whiteness and you feel terrible pain in your side [illegible] you touch it feeling warm liquid under your fingers. Blood. You hear a withering screech, first close, but then further away. A few moments later it seems that it comes back and you prepare for battle, but the only thing you see is again a blurry dark shape and feel another blow. You do not wait for the third time and start to run, passing corridors and stairs to get away from this infernal mist and cold death that hides in it. After a while, the screeches get more distant, then disappear. The fog slowly dissolves leaving you shaken and wounded.

The Party member with the most [illegible] (in case of a tie, pick the one with higher Character Number) loses 2 [illegible]. Each Party member with 2 or less [illegible], gains 1 [illegible]. Gain the **"If it Bleeds"** part **1** status.

Set the Quest Dial to **3** and go to Verse 777.

715

If you are playing **Chapter 3: Part 4**, go to Verse 720. Otherwise, read on:

[illegible] and you imagine all kinds of rodents and other filth [illegible] ws and murky waters. You're not so desperate to enter [illegible] but you should remember it just in case.

716

[illegible] couple of days old. The warrior's armor [illegible] was ripped in half – a feat of mon[illegible] few paces away, accompanied [illegible] What is the most disturbing, is the [illegible] seems to still be screaming [illegible] of absolute horror.

[illegible]

717

You wake up in a familiar, dark cell, with a splitting headache and terrible pain in your joints. Swaying, you walk up to the knocker on the iron door and bang on it until a peephole opens. The gatekeeper eyes you head to toe. The lock turns, flooding the cell with light.

You're in the white domicile of the Red Empire – but it is no longer empty. Lanky, wrinkled people of all ages, sizes and genders wander the streets, visibly confused. The dance was broken up. You have a chance for a new beginning, such as it is.

Hopefully, it will lead to something better.

Gain the **"Danse Macabre"** part **4** status. Go to Verse 815.

720

Pungent darkness swallows you.

Discard all Location cards. Reveal Location **480** (**"Caved-in Sewers"**) and move all Characters there, applying the ⚡ rule. Now, explore this new Location for free.

722

A large stone slab lies shattered on its side - once a great table, a symbol of unwavering knighthood, bravery, and virtues. Silver letters inlaid in its surface list the most honorable achievements of its knights. But the final inscription is crude and scratched directly on the stone. It tells of a rift between the knights, as Mordred, who couldn't bear the fact that Arthur and others downplayed the risks of the plague, defied his king. With a couple of other dissenters, he resigned from the Round Table, abandoned Camelot and began to prepare Camlann for the worst. But it was already too late for everyone...

Go to Verse 727.

723

725

Your initial search of the port and its surroundings was very efficient. You not only located a source of food, but also made contact with a breathing, intelligent creature. Your exploration of Camlann is off to a good start!

Lose 1 Miasma.

Go to Verse 730.

727

You stand in a large, round room - specks of dust dance in the light coming from the shattered windows, and a broken table takes the center place, surrounded by toppled chairs. A wide archway leads from here to Arthur's throne room. There are no tapestries nor paintings on the bare walls - nothing that could distract the Knights of the Round Table.

- **Inspect the Round Table** – go to Verse 722.
- **Go to the throne room** – go to Verse 753.

730

You didn't learn as much as you hoped to, but the fact that intelligent creatures can live in Camlann brings you some hope.

CONGRATULATIONS! You've completed **Chapter 1** of the **"Red Death"** campaign!

Each Character gains 2 Exp.

Lose 1 Miasma.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 2** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

731

Knowing that some of those who found no place on the ships bound for Avalon managed to survive the plague and rebuild is reassuring, in a way. Unfortunately, the story of the empire appears to have been cut short. You're still not sure why, but the appearance of the Danse Macabre had something to do with it. Could it be that all citizens in the domicile joined the dance?

There are still many questions you need answers for.

Gain the **"Upper City"** part **2** status. If you **have** the **"Upper City"** part **1** status, go to Verse 520. Otherwise, read on:

As you look at the skyline of Camlann, full of old roofs and collapsing townhouses, another building just as monumental and out of place as the domicile stands out. Perhaps you could learn something more there...

New Task: Explore the **"Splendid Mausoleum"** (431).

Exploration ends.

732

The air turns freezing cold, and it almost seems like fog is pouring inside the room you're in, fast, like a wave of water. Suddenly you're almost blinded, and you fight with shivers. You look around trying to make out anything in the building full of frosty mist.

If you **don't have** the **"If it Bleeds"** part **2** status, go to Verse 713. Otherwise, read on:

The pipes in the walls, now working the centuries-old machinery, disperse the white mists that surround you. You suddenly see a black shape incoming – taller than the tallest man, covered in pipe-shaped organs with a huge, curved head, as if taken straight from nightmares. The claws at the end of its long, bony arms look like they can rend steel, and white mist is coming out of the slimy, opalescent crevices of its body - but it now cannot obscure the creature. The beast quickly realizes that and it jumps toward you, changing direction at the last moment before you strike it. With an inhumanly long leap it reaches one of the archways under the room's ceiling.

The Party member with most (in case of a tie, pick the one with the higher Character Number) loses 1 . Gain the **"If it Bleeds"** part **3** status.

If you **have** the **"If it Bleeds"** part **4** status, go to Verse 755. Otherwise, go to Verse 785.

735

The cold depths close above you, drowning out your music. Icy currents separate your bodies and sap all strength from them. Finally, a lonesome, freezing end.

Gain the **"Danse Macabre"** part **1** status.

Go to Verse 815.

737

All the bodies feel the same. Which one was you? WE ARE ONE. WE ARE...

Roll a die and check the result below:

1-4 – *A body falls into the pit, but you dance on.* Move the Danse Macabre to Location **422** or **420**.

5-6 – *They're leaving you! You claw the wall, trying to get up, but the music disappears into the distance.* Go to Verse 835.

741

The timing seems perfect. You're far enough away for them to not notice you, and close enough to get through the gate before it closes.

The massive wings of the gate begin to close with creaks, the ancient machinery in the portcullis rattling and grinding. You adjust your speed, to walk through them just before they close. Then, the dancing figures at the back of the procession part for a moment; an accident created by the randomness of their moves. It took only a second, but it gave you a chance to look into the middle of the procession, and meet the gaze of a tall figure looking your way. Though its body is wrinkled and unnaturally elongated, you recognized it in an instant. It is you. Dried. Dead-eyed. Covered in a strange, thick coat studded with gold and diamonds, a heavy crown on your brow. A long-dead king of the hellish procession. You feel as if you were looking into a twisted mirror.

You stop in your tracks, too shocked to move. The figure beckons you with a finger, and you're too afraid to react, now that it sees you. The gate slams shut just before you, nearly crushing you.

Each Character gains 2 .

CONGRATULATIONS! You've completed your Quest!

- Lose 1 Miasma.
- Each Character gains 1 Exp.
- Remove your Active Quest card from the game.
- Find and resolve the **Chapter 3: Part 4** card.

Exploration ends.

745

You never see the end of this journey. Your consciousness melts back into the Danse Macabre long before then.

The procession realizes it did not need Camlann, and keeps on walking, dancing through ruined villages, barren fields, empty towns; a harbinger of madness, the last moving thing in the still, dead world. Eventually, body after body, it is destroyed by predators, violent weather and Fomorian patrols.

Go to Verse 757.

748

The ground floor of the building is covered with debris and thick vines. The same vines are hanging from archways under the high ceiling. Grass bursts out of cracks in the floor around a frozen fountain. It all makes this place look almost peaceful, but if you look carefully, you can spot bones scattered here and there.

Go to Verse 777.

749

He notes that you accuse[illegible]

Go back to Verse [illegible]

751

[illegible]usands of feet are bleeding. As far from Cam[illegible]a as your eyes can see. Some of your bodies are [illegible]rs or wild beasts, but the rest huddles together, [illegible] last, pitiful sounds of music.

Turn back to Camlann – *There's no point going further.* Exploration ends.

Walk on – go to Verse 745.

752

Attach the **"Merlin's Tower"** Location card (**495**) to the top edge of the **"Castle Camelot"** Location (**490**). Move all Party members there and Explore this new Location for free.

753

Finally! You're in the vast, arched hall that Arthur used as a throne room. It's partially collapsed and blanketed in a layer of dust. The throne itself served as a perch for seabirds and is now covered in dung. Most of the stained glass windows broke when a part of the room came down, and they now let in the chilly sea breeze that's almost free of Miasma, letting you rest a bit before you move on.

The entrance to the famed Merlin's Tower is visible in the corner of the room.

Choose one:

Enter Merlin's Tower – go to Verse 752.

Leave – Exploration ends.

755

The creature jumps onto the archway, but its weight triggers the percussion charges, and the whole construction collapses with a terrifying rumble. For a moment you think it is over, but suddenly the beast jumps from under the rubble. It is visibly wounded though as you see bright green liquid covering its oily black carapace.

Resolve the special **"Weakened Wraith"** purple Encounter printed on the side of this page. If you win, go to Verse 756. Otherwise, Exploration ends.

756

[illegible]e to defeat the weakened wraith. Just to be sure, you cut its [illegible]ces and burn them on a pyre.

[illegible]Miasma. Each Party member gains 2 Exp. Gain all parts of the **"Presence"** status and go to Verse 777.

757

[illegible]hes of the Danse Macabre are destroyed. You don't [illegible]ne was yours. Your consciousness fades as the last [illegible]ssion disappears from this world.

[illegible] the **"Danse Macabre"** part **1** status.

[illegible]

760

You trace back from the freshly written text and find out the chronicler meticulously noted every detail of your recent adventures in the city. You go back, day by day, reliving the experience in your mind. Then, your hand begins to shake, as you reach a passage that seems impossible.

"Day 20, Month of Mehefin, Year 1657 of the Red Empire: Today, the dance did something I have never observed before. It willingly freed a part of itself, returning to this part its own mind, face, and volition. I recognized the face: a traveler who came to this city from Avalon, precisely 78 years ago."

You feel as if you're sinking. You browse the days and weeks before this event and see no other mention of yourself or your landing. Is it some trick? Is this hellish creature playing with your mind?

- **Accuse the chronicler of lying** – go to Verse 749.
- **Kill the chronicler** – go to Verse 791.
- **Read the previous part of the scroll** – go to Verse 805.

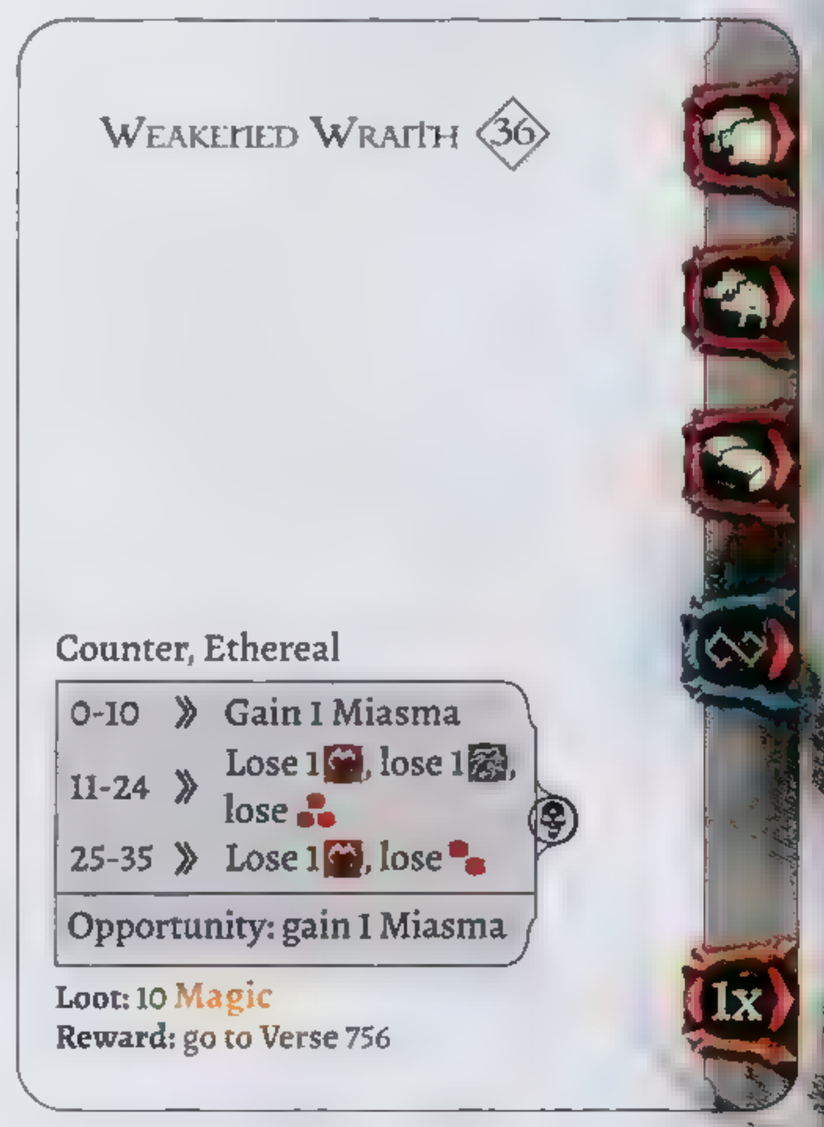
771

You walk through the southern section of the moat, navigating carefully between the swollen, slimy bodies, when a glimmer of silver catches your attention. It comes from the top of a pile of rubbish and excrement, jutting above the water. You approach carefully and pick up a silver, ornate key. Surprised, you look up to see the bottom of the castle's lavatory. At least now you know where it came from.

Gain the **"Forlorn Splendor"** part **2** status. Then, read on:

Sick from the fumes, tired, and covered in stinking water, all you can think of is cleaning yourself up.

Exploration ends.



777

The building looks taller and more majestic than other houses, with three high floors and a tall roof full of holes that speak of the ages of solitude. The building also doesn't look looted, contrary to any other in the vicinity, almost like at some point the scavengers decided to leave it be. Once you approach the doorway, you see there might be a reason for that. The body of a Pict warrior is lying there, killed trying to run from the building. The poor man was clearly torn apart with brutish, inhuman strength. His blood made dark-brown stains on the grey wall and old, eroded columns on both sides of the entrance.

If there is no Quest Dial on this Location, place a Quest Dial set to 3 on the Location card.

If the Quest Dial is set to 1, AND you **don't have** all parts of the **"Presence"** status go to Verse 732. Otherwise, decrease the Dial by 1 and read on:

- **Inspect the body** – go to Verse 716.
- **Explore the upper floor** – go to Verse 682.
- **Explore the ground floor** – go to Verse 748.
- **Look for anything that could give you some leverage** (only if you have the **"If it Bleeds"** part **1** status, and you **don't have** the **"If it Bleeds"** part **2** status) – go to Verse 792.
- **Look for something that could help you capture your prey** (only if you have the **"If it Bleeds"** part **2** status, and you **don't have** the **"If it Bleeds"** part **3** status) – go to Verse 699.
- **Leave** – Exploration ends.

785

The creature quickly disappears in the darkness, moving swiftly on top of the narrow archways looming above your head. After a few seconds you do not see it anymore.

Set the Quest Dial to **3** and go to Verse 777.

790

Camlann devoured you, just like many others before. Its ruins, shrouded in red Miasma, now wait for other adventurers who will try to wrestle its secrets.

Your campaign ends in failure. Try again, using the knowledge you've learned so far.

791

The creature does not defend itself. Soon, it lies dead under the table, its final sentence cut in half. The eyeballs fall off the spyglasses with a disgusting, wet sound. You realize that without the constant throbbing of the chronicler's stylus, the study is empty as a grave.

You want to run from here, but your curiosity won't let you leave. You need to know for sure!

With some trepidation, you pick up a part of the scroll and continue reading.

Gain 2 Miasma. Go to 805.

792

The fact that ice-cold mist materialized just before the attack, obscuring the creature and blinding you, was certainly not a coincidence. You start to think of an idea of how to get rid of these vapors.

If you **have** 2 or less , go to Verse 777. Otherwise, read on:

Suddenly you come upon a set of old pipes made of lead that are built into walls. It must have been a system that once pumped warm water throughout the mansion. Following the old builder's markings, you find an ancient apparatus, part metal, part magic. You turn old valves without hope, but suddenly you feel warmth under your palms – it appears the building was connected to some kind of warm underground stream and begins to heat up.

If you **don't have** the **"If it Bleeds"** part **2** status, each Party member gains 1 **Exp**; gain the **"If it Bleeds"** part **2** status.

Go to Verse 777.

795

You were always incomplete, searching, trying to find yourself in fights against impossible odds. Only now that this impossibly large, gaping hole fills with the soothing sounds of music, you realize its extent.

For the first time ever, you feel whole, sheltered and warmed by the bodies of others like you, safe like a tortoise in its shell.

The only thing now left is to let the music guide you.

There's nothing left but the forever dance.

You were taken by the Danse Macabre – your campaign ends here. Please try again.

800

You realize this was the last piece you needed to piece the entire story of the fall of Camlann together – a tale that unfurled over countless centuries of suffering and migrations, that eventually brought you back to this place, where every deed you ever committed had its root.

You now fully realize how long the history of the city has been – your travel from Avalon, that transcended both space and time, brought you here at the end of this story, countless centuries after Arthur fled to the island. And now, you finally begin to understand the full story.

It started a very long time ago, when Fomorians found a human infected with a magical disease unlike any they've seen before; a person who used wyrdness to reach another time, carrying the plague with him. They studied this subject, hoping to use the plague as a tool of conquest, against Firbolgs and other minor races.

Merlin, Arthur's court wizard, eventually learned of the plague decimating the Firbolgs, and realized how dangerous it could be. Wanting to prepare humanity ahead of time, he bought a sample of the plague at great expense and began to study it. It did not go well. The plague eventually escaped his secret study in the cellars of the tower, carried by rats that found a connection between the cellars and the city sewers.

Soon, scenes of nightmare enveloped Camlann. The countless dead filled the moat. King Arthur barred the Port District from the sick, organized a great fleet of ships and carried a part of the city's residents to Avalon, joined on the way by other ships from other places.

The Homelands succumbed to the Red Death. Those who did not lose their lives, lost all hope, as the civilization around them crumbled. In this dire time, a ship appeared on the horizon. The king – or at least that's what the survivors believed him to be – came back to the suffering city, engulfed in chaos. Despite his ruse, the fake Arthur did an admirable job, by all accounts. He raised an enclosed domicile that citizens were able to enter only after long quarantine. In this city within a city, the remnants of humanity survived, while the plague burned through all known lands, save one – the Picts, who in times of need turned [illegible]

the Forgotten Goddess that showed them the way to become resistant to the sickness, at a great cost.

The False King eventually died, leaving behind a thriving civilization that learned to live with the plague, and eventually reached out of Camlann and waged war on Fomorians and Picts. In time, it became known as the Red Empire, for the color of its banners, and the repainted gates of Camlann.

But all empires eventually fall, and it was no different for the Red Empire. However, their doom came not from the inside, or from one of the races it waged war with. Instead, it happened in a distant land, where the true Arthur had fled.

Something important broke when humans conquered Avalon. The people left in the Homelands stopped dying – both in Camlann and other places. Even those suffering the Red Death would not perish, instead languishing in their sorry state, mutating over centuries, and emitting foul Miasma. To make matters worse, no one could be born either, all newborns becoming passive, empty vessels that died quickly, unless force fed. Almost as if no souls could enter – or leave – anybody anymore.

To fight the supernatural calamity, people of the Red Empire turned to religion, trying to appease the gods in never-ending processions. But madness and hallucinogenic Miasma wreaked havoc on their senses. The more of them who joined the processions, the more wanted to join them, having nothing left but to dance up and down Camlann for days, weeks, centuries. Eventually, all followed the music and succumbed to the dance.

The Danse Macabre was born.

Each Character gains 5 **Exp.** Lose 2 Miasma. Go to Verse 810.

805

You need to descend one flight of stairs before you find another entry about yourself:

"Day 17, Month of Gorfen, Year 1588 of the Red Empire: The traveler from Avalon walked straight into the dance and was taken. A sad ending to a promising story."

Seventy eight years! You spent seven decades with the dance! No wonder you couldn't locate the foreigner you met in the Port District – they could very well be dead by now. You slowly look into a large mirror, hanging on the wall of the study, and only now realize your skin is wrinkled and orange, as if up until now some sort of illusion clouded your senses.

You are a part of the dance, freed for a moment, for a reason you can't fathom. Feeling your head spin, you leave the study and slowly walk down the stairs, trying to make sense of it all.

Each Character gains 1 [illegible].

Go to Verse 850.

808

Your mind, and everything that made you, is gone, replaced with the primal urge to dance. The heroes of Avalon are no more. Free from your worries and your desires, all that's left for you is the music. THE MUSIC. THE M U S

Go to Verse 901.

810

And now you know. There's no way to "cure" or stop Miasma. There's no way to live in the Homelands. Your actions in Avalon broke something fundamental, and altered the entire human world, making it impossible to be born or die, unless through vile rituals, such as those used by the Picts.

There's only one slim chance. Perhaps Merlin's study, known to hold answers to everything and anything, will let you cure yourself of the effects of Miasma, or will help you discover why exactly souls cannot find bodies anymore.

There's nothing else you can learn in or around the city. You should go to the top of Merlin's Tower.

Continue the game.

815

CONGRATULATIONS!
You've completed the Red Death campaign!

If you **have** the **"Danse Macabre"** part **1** status, go to Verse 825.

If you **have** the **"Danse Macabre"** part **2** status, go to Verse 860.

If you **have** the **"Danse Macabre"** part **3** status, go to Verse 808.

If you **have** the **"Danse Macabre"** part **4** status, go to Verse 829.

817

Before you, the desolate Homelands stretch. They are vast, but you have eternity to explore them – and to ruminate whether the calamity that struck the Homelands and stopped people from being born or dying was in fact caused by you.

Perhaps in some distant land, someone stayed sane and is trying to restore the human condition. You will do your best to join them. Unless your body turns to ash first.

Maybe then your soul will be allowed to leave your body? At least you hope so.

Go to Verse 901.

820

It's hard to focus... MUSIC! ALL-DEVOURING MUSIC ...your thoughts. Your body joined the dance... GLORIOUS MUSIC ...but some of your thoughts remain. Now that you're reunited... SLAVE TO THE RHYTHM ...you begin to understand why you were spat out of the procession in the first place. DANCE ON DANCE ON DANCE ON The Danse Macabre has a growing consciousness of a fact that it spent... GIVE YOURSELF TO THE HARMONIES ...centuries repeating over and over again. There is a longing for freedom... NO! DANCE IS FREEDOM! DANCE IS ALL ...a growing hope that something will finally interrupt this madness. Even if this "something" is death. NO! WE MUST DANCE!

CONGRATULATIONS! You've completed your Quest!

Discard all Characters, their Character Trays, decks, Skills, and any other components that belong to them. Do not save their state.

Place all Camlann Locations on the table and connect them:

Place all Upper Camlann Locations (**436**, 434, 432, 431, 430, 428) on the table and connect them.

Attach Location **422** (**"Red Gate"**) to the right edge of the **"Upper Plaza"** Location (**430**).

Attach all remaining Lower Camlann Locations (**421, 420, 419, 412, 410, 408, 407, 406, 405, 403, 402**) to the **"Red Gate"**.

Place the Danse Macabre model in Location **436** (**"Golden Alley"**). From now on, all Players control the Danse Macabre model only!

Place the Danse Macabre card on the table, so that the **"Down the City"** side of this card is revealed.

Place a pile of 6 large markers on the table by the Danse Macabre card. This is your Volition that will run out as you spend time within the Danse Macabre and try to influence its moves. When the Volition runs out, you will be completely assimilated!

- If your Miasma is Low, gain 6 more Volition.
- If your Miasma is Medium, gain 3 more Volition.

Gain Secret card **113**. Remember to check the Verse listed on this card to learn the full rules of playing the Danse Macabre.

Discard your Active Quest card.

Find and resolve the **Chapter 7: Part 2** card.

Exploration ends.

823

Unfortunately, not all former victims of the Danse Macabre were al lowed to live in the domicile. Some were too damaged in body and soul, and some were deemed too dangerous to have a place in the reformed society of the Red Empire.

One of these poor wretches was you. Despite everything you've done, the do micile closes its doors on you, leaving you no choice but to leave Camlann.

Go to Verse 817.

824

Sitting on the throne of the empire of dead, you made deals with Picts and Fomorians, trying to restore the empire to its power, while in the laboratories under the domicile your scholars walk tirelessly to find a way to help people die – or be born – once again.

Perhaps, in time, they will succeed, and you will be buried in an even larger tomb than the False King.

Perhaps.

Go to Verse 901.

825

Thanks to your efforts, the Eternal Dance proved not so eternal. The Red Empire disappeared from the face of the earth, just like you, for gotten on Avalon and presumed dead.

In the Homelands, the Age of Man drew to an end, leaving a place for other intelligent beings to thrive – and to try to do better.

Go to Verse 830.

829

Free of the madness of the dance, the remnants of the Red Empire once again took control of central Camlann, clearing its streets of monsters and those who were beyond help. Humanity survived – if this afflicted, undying tribe still counted as humans.

If your Miasma is High, go to Verse 823. Otherwise, read on:

In recognition of your great deeds, the survivors of the Danse Macabre named you their new king, entrusting to you the rule over the Impen etrable Domicile and everyone within.

- **Rule the Red Empire** – go to Verse 824.
- **Entrust your people to the Forgotten Goddess** (requires the **"Converts"** part 2 status) – *If she helped the Picts, maybe she can extend her blessings to you.* Go to Verse 843.
- **Return to your true home, Avalon** (requires the **"Picts"** part **5** or **"Fomorians"** part **5** status) – go to Verse 890.

830

Without immortal, festering bodies, in time the Miasma cleared from Camlann. New powers moved in to fill the void.

Place a die on the table and set it to **4**.

If you **have** the **"First Contact"** part **2** status, add 1.

If you **have** at least **7** parts of the **"Fomorians"** status, add 1.

If you **have** the **"Balance of Power"** part **2** status, add 1.

If you **have** at least 8 parts of the **"Picts"** status, subtract 1.

If you **have** the **"First Contact"** part **1** status, subtract 1.

Check your final result:

1-2 – go to Verse 840.

3-4 – go to Verse 845.

5-6 – go to Verse 855.

835

With time, your mind returns. You get back to the surface and flee, as far from the music as possible.

Gain the **"Danse Macabre"** part **2** status. Go to Verse 815.

840

With time, Picts began to venture further and further into Camlann, encouraged by your actions. Their plague hunters cleared the streets of roaming beasts while their scavengers learned to make use of the ancient relics scattered throughout the city. Hulking Fomorians found themselves on the defensive, less suited to guerilla warfare that took place in narrow alleys and crumbling rooftops.

Eventually, all Camlann was conquered by Picts, all relics of the Red Empire brought down as a last accord of the centuries-old feud. There was only one exception – the mighty dome of the Votive Temple, where the Pictish goddess came to reside, suspended in a net of pulsing veins. From the temple's steps, Pictish longboats set out to different corners of the world, looking for the last parts of their goddess's body, buried in sealed chambers under long-dead kingdoms and empires.

A new era was dawning for humans, one very different from all previous epochs.

Go to Verse 901.

843

The goddess was harsh. Many painful sacrifices were needed before she turned her head toward Camlann, but you eventually gained her attention. She taught the victims of the Danse Macabre how to die again, transferring their souls into a newborn body in a gruesome ritual. A new generation was soon born, kept safe from Miasma, and almost normal. There could never be more humans than what you freed from the dance, but at least humanity could endure.

As a payment for this service, the old gods were cast down, their statues shattered, and their temples leveled. A new cathedral was built for the goddess in upper Camlann. From there, priests of the Faceless Goddess ventured far and wide, bringing her religion once again to the world.

United through faith, the Red Empire and the Picts made a pact and together beat back the Fomorian threat.

Humanity endured in the Homelands, though vastly different than before. You lived to see it all, and when you decided it was your time to be reborn, your old body was buried in a tomb even grander than the one that belonged to the False King.

Go to Verse 901.

845

With the Danse Macabre out of the picture, the battle for the city reached new, heated levels. The Picts and the Fomorians fought over Camlann for decades, until the destructive magic of the former and the war machines of the latter eventually leveled the ruins.

Humanity's greatest city became a patch of contested rubble, and all traces of Camelot, Arthur, the plague, and the Red Empire disappeared from the face of the earth.

Go to Verse 901.

850

You're halfway down the tower, when you begin to hear the eerie music of the Danse Macabre drawing closer and closer, far too close for comfort. Didn't the chronicler say the procession couldn't enter the castle?

Suddenly, your blood runs cold, as you remember something. You run towards the nearest window and look down. The gate! You left it open, and now the Danse Macabre is in the Courtyard of Unity, its endless bodies twitching and flowing deeper into the castle.

You quell your panic. Camelot is a vast place. Surely you can move around this infernal mob. You run down the stairs as fast as you can, barreling into the abandoned throne room. Then, a wave of music hits you like a racing chariot.

You try to block your ears and move toward the secret passage to the Shrine of Lessons, but the sound, echoing in the long corridors of the castle, amplified by its vast hall, appears to surround you. You grab your head and scream, but the music is still there, digging itself into your body, causing your limbs to twitch.

RELENT! LISTEN! COME!

Finally, you run, screaming like a madman, toward the music. You are no longer yourself. You're one with the dance.

Go to Verse 820.

855

The Fomorians have long believed it is they, the firstborn of the gods, the most ancient of all intelligent races, who should have ruled the world. Now, they are a step closer to achieving this goal.

With the Danse Macabre out of the picture, Fomorian soldiers managed to chase the Picts out of Camlann. They restored the walls of the city, fitted them with imposing ballistae, and created a great war port in the bay. At the same time, Fomorian scholars found a treasure trove of valuable knowledge in Camelot's libraries.

From this seat of power, the Fomorian Empire began to expand to other lands and seas, until one day, a fleet of countless black ships emerged from the mists on the shores of Avalon.

Go to Verse 901.

860

You freed yourself from the Eternal Dance once more, and this time you intend to stay free. You leave Camlann behind, a wrinkled, skinny wretch, unable to die, yet unable to truly live.

- **Stay in the Homelands** – go to Verse 817.
- **Return to your true home, Avalon** (requires the **"Picts"** part **5** or **"Fomorians"** part **5** status) – go to Verse 890.

865

Securing the ship was not easy, considering the lasting effects Miasma left on your body and mind. Finally, you found a vessel and a crew willing to carry you, but when the moment came to embark, you couldn't bring yourself to walk up the gangplank.

You left Avalon a celebrated hero. How could you return as an undying ghast, twisted beyond recognition, and emitting dangerous Miasma? With a heavy heart, you decided you were too far gone to go back to your people. No. Camlann is your place to stay.

- **Rule the Red Empire** – go to Verse 824.
- **Entrust your people to the Forgotten Goddess** (requires the **"Converts"** part **2** status) – *If she helped the Picts, maybe she can extend her blessings to you.* Go to Verse 843.

870

Danse Macabre

You're now part of the dance, but your will remains, and allows you to influence its movement, at least until your Volition runs out (when that happens, your Event card will tell you what to do next).

All players control the Danse Macabre model and have a single Volition pool. If there are several players, they perform one Action each, in turns.

The Danse Macabre can only perform the following three Actions:

- **Travel** – move the Danse Macabre to any connected Location. Ignore any rules printed on this Location. Check the Danse Macabre card. If the Location number of your new Location follows the number of your previous Location on this card, your Travel is free. Otherwise, lose 1 Volition.

For example: You Travel from Location 405 to Location 408. On the Danse Macabre card, 405 leads to 408. Therefore, your Travel is free.

- **Turn around** (only if the Danse Macabre is in the last or first Location listed on the Danse Macabre card) – flip the Danse Macabre card over.
- **Explore** – go to the Exploration Journal of your current Location and read the **"Danse Macabre"** section, printed upside down on the bottom of the page.

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Your mind gets lost in the music, and the endless movement.

You are... DANCE! DANCE! D A N C E! D

Gain the **"Dance Macabre"** part **3** status.

Go to Verse 815.

890

If your Miasma is Medium or High, go to Verse 865. Otherwise, read on:

You eventually manage to convince your allies to lend you a ship. The trip back is just as long as your journey to Camlann, through the stormy seas of the north, and through mists so thick you can't see the bow of the ship. Eventually, land appears in the far distance, surrounded with the opalescent shine of wyrdness.

Seeing it, you almost cry.

A century has passed for you since you departed Avalon. You left a hero, on your own ship. You return on the foreign vessel, changed beyond recognition by the Danse Macabre and the Miasma. Your mission has failed: nothing awaits in the Homelands but madness and the curse of eternal existence.

However, as you draw closer to the island, you feel a change within you. Your body now feels alive... and mortal again.

You shiver, realizing this confirms what you suspected. Avalon was more than an island. It was a gate that human souls traveled through in an endless cycle. Something you or other heroes of Avalon did broke this cycle, and it hasn't recovered yet, if it ever will.

The weight of this guilt is only matched by the weight of responsibility upon you. There must be something you could do to restore the balance, and you're determined to find it.

As you step onto the wet sand of Avalon, the fate of the entire Homelands rests in your hands.

Go to Verse 901.

BoS

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Thank you for playing!

Tainted Grail: The Red Death Campaign

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If you enjoyed your journeys through Avalon, please share your experiences with us and other players, and rate the game online, helping it grow and reach more Travelers!